Dungeons & Dragons®

Complete Champion™

A Player's Guide to Divine Heroes

Ed Stark Chris Thomasson
Ari Marmell Rhiannon Louve Gary Astleford

C R E D I T S

DESIGNERS
Ed Stark, Chris Thomasson, Ari Marmell, Rhiannon Louve, Gary Astleford

DEVELOPMENT
Mike Mearls

EDITORS
Penny Williams, Jennifer Clarke Wilkes

FREELANCE MANAGER
Gwendolyn F.M. Kestrel

EDITING MANAGER
Kim Mohan

DESIGN MANAGER
Christopher Perkins

DEVELOPMENT MANAGER
Jesse Decker

DIRECTOR OF RPG R&D
Bill Slavicsek

PRODUCTION MANAGERS
Josh Fischer, Randall Crews

SENIOR ART DIRECTOR D&D
Stacy Longstreet

ART DIRECTOR
Karin Jaques

COVER ARTIST
Eric Polak

INTERIOR ARTISTS
Steve Argyle, Stephen Belledin, Miguel Ciombra, Thomas Denmark, Eric Deschamps, Wayne England, David Griffith, Fred Hooper, Ralph Horsley, Howard Lyon, Eva Widermann, Sam Wood

CARTOGRAPHER
Mike Schley

GRAPHIC DESIGNERS
Alyssa Fiedor, Michael Martin

GRAPHIC PRODUCTION SPECIALIST
Erin Dorries

IMAGE TECHNICIAN
Sven Bolen

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U.S., CANADA, ASIA, PACIFIC, & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
+1-800-324-6496

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EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

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Introduction

"We stand between the immortal and the mortal, the divine and the earthly, the material and the sublime. Our duty is clear—bring the light, purge the darkness, and shield the faithful from the grasping claw of evil!"

—Dassak Torchin, paladin of the Shining Light of Pelor

In the medieval fantasy world of the DUNGEONS & DRAGONS game, religion can become simply a means to an end—a different sort of resource to exploit on the road to power. Paladins, clerics, and a few other divine classes become the faces of religion in the typical D&D campaign, but many players and DMs devote little thought toward how the divine really affects the world.

This book is dedicated to changing that conception. It gives every character in the D&D world a tie to the divine and a chance to gain benefits (both roleplaying and mechanical) from worshiping a deity or an ideal—or even from simply following a cause. Your character doesn't have to sacrifice at a temple or give up doing what he likes to do best—after all, the D&D game is about coming up with interesting ways to have fun. This book turns the myths and legends of the D&D game into usable features of the campaign world and shows you how to make them work best for your character.

TRUE BELIEVERS?

In a world of monsters, magic, and miracles, belief in deities ought to be automatic. But your character's beliefs are entirely up to you as a player. What your character believes and how he practices (or fails to practice) a religion aren't aspects of the character that rulebooks should dictate. However, the following tenets are central to the game.

Deities Do Exist: Kord, Hextor, Tiamat, Obad-Hai, and the other D&D deities are all out there someplace. Your character might not believe that these beings are deities—he might say that they're simply creatures with powers beyond the norm for the Material Plane—but it's very difficult to disbelieve their existence entirely.

The Power of Belief Is Manifest: Some of those who wield divine power do not follow particular deities. Many druids do not worship Obad-Hai (or any other nature deity), and some clerics simply follow ideals in keeping with their alignment and domain choices. But these people still gain divine power, so some source of it must exist.

Religions Are Not Absolute: With very few exceptions, any character, of any race or alignment, can worship any deity. Yes, it doesn't make a lot of sense for a chaotic evil half-orc to worship Moradin Dwarffather, and this book tells you why, but not everyone who follows Hextor is lawful evil. Some lawful neutral types who believe in a benevolent dictatorship might well feel that the God of Tyranny has the right approach. It's a scary thought, but definitely possible.

Not Everyone Worships the Same Way: Get used to this idea, because it's a recurring theme in this book. Even clerics of the same deity might approach worship and holy missions in different ways. A neutral good cleric of Pelor probably has a completely different interpretation of his god's will than a lawful good paladin of Pelor does—yet both gain divine power and inspiration from the same ultimate source.

This book deals with the above issues and more, providing both game mechanical and roleplaying reasons for a character to embrace the beliefs and tenets of a D&D religion. First introduced in the *Complete Divine* supplement, the term "divine character" refers to one who has chosen a religious path—even if he is not a cleric, druid, or paladin.

WHAT YOU NEED TO PLAY

To use this book, you will need the three D&D core rulebooks—the *Player's Handbook* (*PH*), *Dungeon Master's Guide* (*DMG*), and *Monster Manual* (*MM*). Though no other books are strictly necessary, a few will undoubtedly enhance your enjoyment of this product. *Complete Divine* is an excellent additional resource, offering additional mechanics that complement those found in this book. Also, *Complete Warrior* includes includes several feats mentioned herein.

Throughout this book, superscript abbreviations are often used to denote game elements and other materials that appear in certain supplements. Those supplements and their abbreviations are as follows: *Complete Adventurer* (CAd), *Complete Arcane* (CAr), *Complete Divine* (CD), *Complete Warrior* (CW), *Expanded Psionics Handbook* (EPH), *Heroes of Horror* (HH), *Miniatures Handbook* (MH), *Spell Compendium* (SC), *Tome of Magic* (ToM), and *Unearthed Arcana* (UA).

An asterisk (*) following the name of a game element denotes an item described in this book.

SWIFT AND IMMEDIATE ACTIONS

The *Miniatures Handbook* introduced the concept of a new action type: the swift action. Likewise, *Expanded Psionics Handbook* introduced another new action type: the immediate action. Some of the class features, spells, and items in *Complete Champion* use these concepts. A description of how they work follows.

Swift Action: A swift action consumes a very small amount of time but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take.

Casting a quickened spell is a swift action, as is casting any spell with a casting time of 1 swift action (such as *iconic manifestation;* see page 122). This kind of swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time—even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action and counts as your swift action for that turn. If you use an immediate action when it is not your turn, you cannot perform another immediate action or swift action until after your next turn. (Effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn.) You also cannot use an immediate action if you are flat-footed.

Illus. by D. Griffith

A divine character in the Dungeons & Dragons game is unique in one special respect: He has ties to an organization from the very beginning. Whether or not he chooses to acknowledge those ties is your decision as a player. But even if he does not formally embrace the relationship, a church can still affect a divine character's beliefs and attitudes.

This chapter details the non-evil churches of the D&D pantheon as affiliations, using the affiliation rules introduced in Chapter 7 of the *Player's Handbook II* supplement. If you've ever wondered what the church would demand of a divine character in a given situation, you should find this material useful. The descriptions also present a few unique bits of doctrine relevant to each church, as well as affiliation advancement and benefit tables. Feel free to use the information presented in these descriptions to flesh out your character.

ABSOLUTE TRUTH?

Each church presented here is the default interpretation for the main church of one of the core game's deities. Any church can incorporate several sects with different attitudes and approaches. For example, nothing stops you from playing a cleric of Moradin who believes that only the working of iron, gold, and other metals (as opposed to any raw materials) is a true tribute to the dwarf deity.

The rest of this chapter presents the cleric domains given in the *Player's Handbook*, also presented here as affiliations. Each domain can serve as an affiliation in its own right, or it can be used to form the affiliations for deities in your own campaign.

THE D&D CHURCHES

The church descriptions that follow use a simplified version of the affiliation format first presented in *Player's Handbook II*. All share the following common elements.

Symbol: The symbol of each church is its deity's holy symbol, as pictured in Chapter 6 of the *Player's Handbook*. Typically, a church displays its holy symbol prominently, but its representatives might choose to keep it concealed while traveling through an area hostile to their deity.

Type: All churches are considered temple affiliations, even those associated with racial deities such as Moradin or Gruumsh. As for category, the social network of the church is much more important to its function than its racial ties are.

Enemies and Allies: Where appropriate, this entry summarizes the sorts of beings who are hostile to and friendly to the church.

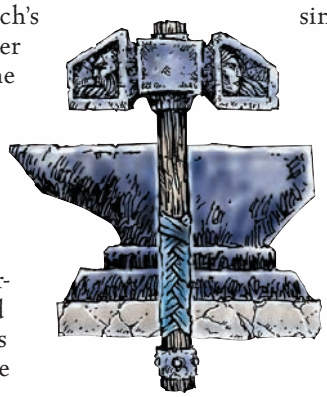
Scale: The scale of a church as an affiliation is generally high, since most religions span wide regions. See Table 7–1: Affiliation Scale, *PH2* 184.

Affiliation Score Criteria: Only followers of a church's deity can gain the benefits of affiliation with that church, and then only if they behave in accordance with the church's philosophies and doctrines. In addition, church members are sometimes called upon to act on the church's behalf. While no member is expected to be available at all times to do the church's bidding, members who reject three or more church missions almost always lose their affiliation benefits. For more details about assigning criteria modifiers, see *PH2* 184.

Criteria Tables: The entries in the following tables are divided into one-time and multiple-use score modifiers. One-time criteria can be used only once. For multiple occurrences of the same criterion, the benefits overlap but do not stack. A multiple-use modifier can be gained as many times as you meet the criteria, and the modifiers for multiple occurrences of the same criterion stack. In either case, modifiers for different criteria involving the same feature overlap but do not stack unless otherwise noted. For example, if one of a church's criteria is "5–9 ranks in Bluff" and another is "10 or more ranks in Bluff," only the one that provides the higher modifier applies. Likewise, if one criterion reads "founds a school of magic (+4)" and another reads "founds a school of magic devoted to both arcane and divine magic (+6)," only the higher modifier applies.

Titles, Benefits, and Duties: Unless otherwise noted, the benefits for each rank gained within a church are extraordinary abilities where a designation is appropriate. For more about typical benefits, see *PH2* 185.

Roleplaying Applications: Each church's entry contains a section describing typical features of membership, including favored feats, tactics, and the sorts of adventures members are likely to embark on.



Holy symbol of Moradin

Illus. by S. Wood

COSTS OF AFFILIATION

Most churches do not accept new members lightly, nor do they allow just anyone to tap the power granted by their patron deities. To gain a new affiliation score benefit, a member must tithe to the church as a show of loyalty. The cost of this tithe depends on the new rank sought, as given on the following table.

Rank	Tithe (in gp)
0	0
1	500
2	2,000
3	4,500
4	8,000
5	12,500

The first rank, listed as rank 0, grants no actual benefit. Simply joining one of these churches requires no initial tithe, but this rank grants no benefit except membership. Members at this rank typically include commoners who frequent the church but lack the desire to gain further benefits, or the required tithe money, or both.

THE ANVIL OF CREATION

Some say that work is life, but to you it is an act of worship. You are never so happy as when your hands are busy with the work of creation, like your patron, the Soul Forger.

The Church of Moradin is known as the Anvil of Creation in honor of its patron's role in the creation of the multiverse. Moradin is the patron deity of the dwarves, but he is also one of the most powerful deities in existence—a trait that is mirrored in the power of his church.

Followers of Moradin believe that crafting an object, especially from metal or stone, is a tribute to Moradin's creation. Thus, anyone who takes raw, unformed materials and turns them into items of value—especially practical items, though art is also considered worthy—is engaging in the highest form of worship. The more gifted the worker, the greater the glory to Moradin. The Soul Forger's altar nearly always takes the form of a massive anvil and forge, around which worshipers work day and night while singing his praises.

But the Church of Moradin is concerned with more than just shaping metal and stone. Its primary duty is to the dwarves, and to anyone else who worships the Soul Forger. Thus, the church maintains a significant military presence within dwarven culture, and its champions are often generals in the dwarf armies. Acquiring resources, especially for the benefit of dwarven nations or settlements, is an important function of the church. Finding new sources of ore, food, or even ancient dwarven power, is a noble endeavor. This focus on preserving their own way of life leads others to mistakenly believe that dwarves are greedy. In their own minds, they are merely prepared.

Prayers to Moradin nearly always involve the sounds of metal striking metal or stone, which worshipers believe are most pleasing to the deity's ears. In like manner, the advance of dwarf legions is usually heralded by the sound of axes or hammers beating on shields. These percussive rhythms do not just intimidate the dwarves' foes; they also ask Moradin for his blessing in a coming battle.

The Anvil's membership consists primarily of dwarves, but members of many other races—particularly craftsfolk of all sorts—also venerate Moradin as the master of the creative process. Because Moradin is thought to be the first deity that arose, many creatures revere or at least acknowledge him as the All-Father.

Enemies and Allies: Any enemy of the dwarves is also an enemy of the Anvil of Creation. Orcs, goblinoids, giants, and other evil creatures that lurk near dwarf cities and settlements are typical enemies of the church. The Anvil regularly hires adventuring parties (whether or not they include any dwarves) to seek out and neutralize the strongholds of such foes.

Scale: 19 (multiplanar).

Affiliation Score Criteria: Any friendly creature, dwarf or not, can join the Anvil of Creation. Although the church's membership consists primarily of dwarves, and most of its temples are located in dwarf cities, anyone who

Illus. by W. England

A temple of the Anvil of Creation is a place of work and worship

espouses Moradin as a patron deity can gain affiliation with his church.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (religion) 5 or more ranks	+1
Craft (any) 5–9 ranks	+1
Craft (any) 10 or more ranks	+2
Good alignment	+1
Lawful alignment	+1
Can cast spells that have the earth descriptor	+1
Proficient with heavy armor and shields	+1
Multiple Use	
Explores a new underground or mountainous area	+2
Holds a position in battle against odds of two to one or worse	+2
Successfully defends an item or structure important to the church	+4
Performs an act of personal sacrifice	+1
Converts a new member	+1
Slays an evil orc, goblinoid, or giant	+1/4 creature's CR
Lives in a mountainous region or underground	+1
Multiple Use	
Overthrows an evil government	+8
Overthrows an evil government and installs a good one in its place	+15
Brings order to a frontier or lawless region	+4
Brings a lawbreaker to justice	+1
Finds new resources for a settlement or town	+2
Razes a stronghold of an enemy of the church	+8
Catches an enemy of the church off guard and defeats it through superior preparation	+1/4 creature's CR
Crafts a new item useful to the church	+2
Breaks a law	–2
Performs an overtly evil act	–4
Associates with known evil creatures	–4
Fails to defend an item or structure important to the church	–8

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, you must spend at least 1 week crafting a gift for the church. This gift can be any item made with a Craft skill (check DC 10) and must be worth at least your new rank × 100 in gp.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Initiate of the Forge:** Once per day as a swift action, gain a +5-foot bonus to your land speed for 1 minute.
2	13–21	**Tempered Steel:** Gain a +1 bonus on saves against chaotic spells and effects
3	22–29	**Adamantine Shield:** Ready a shield as a free action (normally a move action).
4	30 or higher	**Mithral Hammer:** Once per day as a standard action, gain a +2 bonus on attack rolls and damage rolls against an enemy of the church for 1 minute. These bonuses double if the enemy is an orc, goblinoid, or giant.

Specific Roleplaying Applications

Favored Feats: Improved Shield Bash is a favorite feat of shield-wearing dwarves, who often take Two-Weapon Fighting as well. Dwarves don't usually favor two-handed weapons, but those who do wield them enjoy using Power Attack and any feats that require it—except Improved Sunder. The church considers destroying a valuable weapon—even one wielded by an enemy—to be sacrilege unless the item is irredeemably evil. Clerics of Moradin often take item creation feats, especially Craft Magic Arms and Armor, and many take the Extend Spell metamagic feat to increase the duration of helpful defensive spells they cast on themselves or on allies.

Favored Combat Tactics: The Church of Moradin encourages teamwork among its members above all else. A legion of dwarves working in concert is nearly impossible to overcome, and such tactics can work on a smaller scale as well. A member of the Anvil of Creation prefers a careful approach over bravado and has no patience for allies who overextend themselves. Whenever possible, members of the church attempt to set up flanking positions or fight from higher ground, but they'd rather prevent their enemies from gaining such advantages.

Favored Adventure Types: Members of the Anvil of Creation loathe orcs, goblinoids, giants, and any other creatures that regularly threaten the dwarves. A member's thoughts center on how best to protect the dwarves and their way of life, and the church keeps careful tabs on the status of its enemies. Since a good defense often involves striking when enemies are most vulnerable, the church hires small groups or attacks with a larger force when the enemy is weakened. If a goblin tribe has had a bad winter in the mountains, for example, a dwarf army musters under guidance from the temples of Moradin to wipe them out once and for all. Until then, the church is willing to bide its time. Missions to develop a new resource for a city (dwarf or otherwise) are likewise favored by the church.

Favored Oaths: In combat and otherwise, members of the Anvil often say, "Moradin's beard!" Typical curses include "May you find peace between my hammer and anvil" and "I'll send you home to meet the Soul Forger!"

Illus. by S. Wood

Holy symbol of Ehlonna

ASSEMBLY OF BALANCE

Like Ehlonna of the Forests, you are dedicated to maintaining the balance of life for the benefit and health of all the world's creatures. Nature is the ultimate balancing force, offering life-giving sustenance as well as deadly hazards. Those who would disrupt nature's delicate balance are your enemies, and you consider it your personal mission to educate or eradicate them.

The Assembly of Balance embodies the nurturing side of nature and acts on behalf of those who live in the natural parts of the world—including those who make a living from nature (such as farmers or loggers) without desecrating or despoiling the land. But Ehlonna is also a hunter, so her church has a ruthless side as well. Those who take only what they need from nature are unlikely to quarrel with the Assembly of Balance, but those who plunder the world's natural resources or exploit them for personal gain are the church's hated foes.

Members of the Church of Ehlonna can be found nearly anywhere that nature reigns supreme. Those who venture into dangerous regions that feature natural hazards or deadly monsters usually leave markers to warn other church members of the perils ahead. To define the borders of such areas, they employ a clever series of signs, nearly undetectable by the untrained eye (DC 20 Survival check to notice, or DC 10 for a character who worships Ehlonna).

The followers of Ehlonna leave caches of supplies in the wilds for any to use. Such stockpiles include food, water, and sometimes healing potions, healing kits, or even extra weapons. They are marked with the same kind of secret signs that warn travelers away from dangerous areas. Anyone, whether a member of the Assembly of Balance or any knowledgeable wanderer, who takes items from such a cache is expected to replace them as soon as possible.

All the non-evil creatures of the world that make their homes in natural regions fall under the church's domain, no matter how bizarre they might be, but the Assembly of Balance reviles the undead. Such creatures are abominations in the sight of Ehlonna and are tracked down and destroyed without hesitation.

Scale: 13 (multiregional).

Affiliation Score Criteria: Only good-aligned beings can advance within the church's ranks. In addition, you must spend a minimum of 7 days each month in a natural setting (often a forest).

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (nature) 5 or more ranks	+1
Handle Animal 5 or more ranks	+1
Can cast *summon nature's ally* spells	+1
Can cast 3rd-level or higher divine spells	+1
Has been undead	–6
Lacks at least 1 rank in Knowledge (nature)	–2

Multiple Use	
Converts a new member	+1
Openly thwarts an evil despoiler of nature	+2
Establishes an organization dedicated to acts of good in nature	+4
Slays a creature with the evil subtype	+1/4 creature's CR
Protects a forest or other natural area from destruction	+2
Protects a sacred grove or untouched natural area from destruction	+4
Organizes a one-time or ongoing celebration of the spring planting or fall harvest	+2
Razes the stronghold of an undead creature	+8
Undertakes a mission to hunt undead	+1
Destroys an undead creature by using a spell from the Sun domain	+2
Fails to prevent the destruction of a natural area	–4
Fails to prevent the destruction of a sacred grove or untouched natural area	–15
Performs an overtly evil act	–4
Associates with known evil creatures	–4
Contributes in any way to the mistreatment of animals	–10

Titles, Benefits, and Duties: When you reach the required affiliation score, a new title is bestowed on you in a 24-hour ritual performed by a 5th-level or higher cleric of Ehlonna in one of the deity's sacred forest groves.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–9	**Grove Initiate:** Gain a +2 bonus on Knowledge (nature) checks relating to plants or animals.
2	10–17	**Forest Guardian:** Once per day, use *endure elements* as a spell-like ability (caster level equals your character level).
3	18–24	**Knight of Nature (Su):** Once per day, grant an animal companion, an animal summoned with a *summon nature's ally* spell, or a *dominated* animal a number of temporary hit points equal to your character level for 1 minute.
4	25–29	**Slayer of the Despoilers:** Gain a +1 bonus on attack rolls against evil undead enemies.
5	30 or higher	**Heart of the Huntress (Su):** Gain a +4 bonus on Survival checks made to track an enemy, and smite a creature (see paladin's smite evil class feature, *PH* 44) you have successfully tracked once per day.

Specific Roleplaying Applications

Favored Feats: Church members value Extra Turning and other feats that aid followers of Ehlonna in fights against undead creatures. Since Ehlonna is also famed for her archery, many of her followers (especially those with ranger levels) take Point Blank Shot and other feats that improve their ranged-attack capabilities. Natural Spell is a favorite of Ehlonna's druid followers, and many clerics or druids who worship her take feats designed to make their *summon nature's ally* spells more potent, such as Augment Summoning.

Favored Combat Tactics: Members of the Assembly of Balance often strike from a distance—and if possible, by surprise. Even Ehlonna's clerics tend to favor light armor, and most take a few ranks in Hide. Her followers focus on destroying undead enemies first, and they frequently use nonlethal attacks against enemy animals or magical beasts, hoping to subdue the creatures and then relocate them far from populated areas. Members frequently give despoilers of nature fair warning before striking and offer them the option to leave a region peacefully under the church's protection. This attitude is often displayed in other combat situations as well—a worshiper of Ehlonna frequently gives enemies a chance to yield before attacking.

Favored Adventure Types: Followers of Ehlonna jump at the chance to drive away evil creatures that are despoiling or exploiting natural areas. Gnolls are counted among such enemies, even though their tribes include many druids and rangers. Gnolls embody the cruel and heartless aspect of nature and augment it with their own unique brand of sadism, making them the antithesis of the Assembly of Balance's teachings. In addition, the church encourages its more powerful members to seek out undead everywhere and end the menace they pose.

Favored Oaths: Members of the Assembly of Balance favor sayings such as "May your quiver never be empty," "May Her arrow find your heart," and "By the bow of the Huntress!"

THE BLESSED BOUNTY OF YONDALLA

Like all halflings, you believe in the virtues represented by Yondalla, deity of the home. As the Nurturing Matriarch, she is primarily associated with peace, prosperity, and harmony. To the world outside the halfling caravans, her church appears much the same—and that's exactly what the halflings would like all others to think.

In truth, the Church of Yondalla is split, just as the deity herself is split. The church that welcomes strangers to the halfling fires is that of Yondalla, the Blessed One, which is the only side that nonhalflings ever see. But the church devoted to Yondalla's other personality, the dark Dallah Thaun (CN, Chaos, Knowledge, Luck, Trickery), has a following just as large (see *Races of the Wild* 52 for a detailed description of Dallah Thaun).

The Church of Yondalla has clergy devoted to both aspects of the deity. The clerics of the Nurturing Matriarch tend to be peaceful and focus on the well-being of the traditional halfling communities. The clerics of Dallah Thaun's church are much more active in the world, seeking out both potential threats to the halflings and ways to enrich and empower the race. Neither Yondalla's nor Dallah Thaun's clerics want to see a return to the days when halflings were forced to live on the edges of society, barely scraping by on the leavings of the larger humanoid races. Thus, despite their alignment differences, members of Yondalla's twin churches always work together, though the means they use to accomplish their goals may vary considerably.

The Church of Yondalla has few permanent temples, but at least one wagon in every caravan is devoted to Yondalla

(and Dallah Thaun). Wandering halflings who approach a caravan always find welcome with their fellows, and those who care to can pray to either aspect of their deity at the temple wagon. Nonhalflings are free to venerate Yondalla for her bounty, but they are never told of her dark side—indeed, revealing that part of her nature is a crime punishable by death. Within the church, members call each other by familial names to reinforce the connection that all halflings have with one another.

Holy symbol of Yondalla

Illus. by S. Wood

When the caravans camp close to a town or city, the church sets up a large tent to serve as a gathering place for all the local halflings who want to worship their deity. Such tent revivals feature massive feasts, dancing late into the night, and copious amounts of ale.

Both sides of the church take threats to the halfling race seriously. Yondalla's clergy acts swiftly to ensure that church members are safe, even moving a caravan out of town in the dead of night to avoid conflict. Meanwhile, Dallah Thaun's minions creep out to ascertain (and probably eliminate) the threat.

Members: Nearly all members of Yondalla's church are halflings. The church's few nonhalfling members all belong to Yondalla's branch of the church and have no idea that a clergy devoted to Dallah Thaun exists.

Scale: 11 (multiregional).

Affiliation Score Criteria: Only good-aligned halflings can gain the benefits of affiliation with the Blessed Bounty of Yondalla. A halfling of any alignment can gain ranks with the Church of Dallah Thaun as long as she has at least 5 ranks in Bluff.

Criterion (Yondalla)	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Lawful alignment	+1
Knowledge (religion) 5 or more ranks	+1
Gives up own life for that of another	+8
Can cast 3rd- or 4th-level abjuration spells	+2
Can cast 5th-level or higher abjuration spells	+3
Can cast a spell that increases AC	+1/spell
Can cast a spell that increases save modifier	+1/spell
Multiple Use	
Performs an act of sacrifice for the benefit of halflings	+1
Openly thwarts an evil enemy	+2
Converts a new member	+1
Brings order to a frontier or lawless region	+4
Defends a good-aligned community or group unable to defend itself	+4
Performs an overtly evil act	–4
Associates with known evil creatures	–4
Fails to defend an item or structure important to the church	–6

Criterion (Dallah Thaun)	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Chaotic alignment	+1
Knowledge (any) 5 or more ranks	+1
Disguise or Hide 5 or more ranks	+1/skill
Can cast 3rd- or 4th-level divination spells	+2
Can cast 3rd-level or higher illusion spells	+1
Is entitled to a reroll at least once per day through a spell, feat, or item	+1
Able to hide in plain sight	+2
Charisma 8 or lower	–2
Multiple Use	
Humiliates a law enforcement officer	+1
Breaks a law without getting caught	+1
Acts preemptively to protect halflings	+3
Discovers a plot that threatens halflings	+1
Avoids a battle as a result of careful preparation	+1
Wins a battle as a result of careful preparation	+4
Wins a battle against seemingly insurmountable odds as a result of careful preparation	+8
Avoids combat by deceiving a foe	+1/4 creature's CR
Avoids getting caught while breaking a major law	+2
Slays an enemy of the church that has a CR within 1 of own character level, using only trickery (such as illusion spells, sneak attacks, and so on)	+1/4 creature's CR
Gets caught breaking the law	–8
Acts in a lawful manner outside a halfling community	–4
Steals knowledge from the church	–10

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, you must travel with your church and its caravan for 24 hours. To retain this benefit, you must always be at the disposal of the church, ready to leap to the defense of halflings anywhere at a moment's notice.

Rank	Affiliation Score (Yondalla)	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Peacemaker:** Gain a +2 bonus on Diplomacy checks made to avoid combat.
2	13–21	**Defender:** Gain a +1 bonus on saves against chaotic spells and effects.
3	22–29	**Blessed Guardian:** Gain a +1 bonus on attack rolls and damage rolls against enemies of a larger size category than your own.
4	30 or higher	**Warden of the Horn:** Once per day as an immediate action, grant a dodge bonus to AC equal to 1/2 your character level to yourself or an adjacent ally for an instant. (You can use this ability after you know the result of the damage roll.)

Rank	Affiliation Score (Dallah Thaun)	Title: Benefits and Duties
0	3 or lower	None.
1	4–11	**Scout:** Gain a +2 bonus on Bluff checks made to feint in combat.
2	12–21	**Shadow:** Gain a +1 bonus on caster level checks made to overcome spell resistance.
3	22–29	**Hunter:** Gain a +1 bonus on saves against lawful spells and effects.
4	30 or higher	**Secret Whisper (Su):** Once per day as a swift action, become invisible, as the *invisibility* spell, for 1 round/ character level.

ROLEPLAYING APPLICATIONS

Favored Feats: Followers of Yondalla prefer feats that enhance either their ability to protect and serve, or their own defenses (the better to preserve themselves to protect others). Augment Healing[CD], Great Fortitude, Iron Will, and Lightning Reflexes are favored choices. Followers of Dallah Thaun also appreciate feats that can save their lives, but they favor those that improve their ability to deceive or distract others, such as Negotiator and Persuasive. In addition, they often learn feats that help them avoid capture or strike quickly, such as Acrobatic, Agile, Improved Feint, and Stealthy.

Favored Adventure Types: Wherever halflings are persecuted, followers of Yondalla strike without warning, displaying a capacity for violence undreamed of by those who have never witnessed the ferocity of these small people. Allies who have proven themselves in the past can also expect help from the Blessed Bounty of Yondalla, as can members of any persecuted non-evil group.

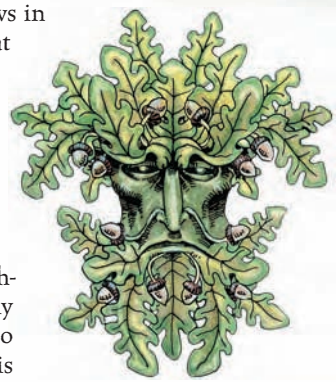
Favored Oaths: Yondalla's faithful often utter oaths such as "May you never see Her face" and "For the Horn!"

THE BROTHERHOOD OF EQUALS

Survival is not a right; it's a privilege. If you're worthy of life, you'll find your place in the world; otherwise, you'll pass from it. It is up to you to find your own way. The Brotherhood of Equals teaches that nature is not gentle. Obad-Hai, the church's patron deity, represents a more distant, and to many, a colder aspect of nature than does Ehlonna. Nature does not act altruistically, nor does it act in anyone's benefit except its own. Nature is hard and selfish, and while it is full of beauty, she is also full of cruelty.

The Church of Obad-Hai teaches that all creatures of the natural world merit equal treatment. Its members place no stock in titles, so they might greet a peasant or a king as equals and call them both by name. Though the church does have leaders, no member has a title. Newer members typically defer to the knowledge and experience of more senior ones, but no member is considered innately more worthy to lead than another.

The Brotherhood of Equals does not maintain that all creatures are of equal ability—after all, the strong typically achieve dominion over their fellows in nature. Even creatures that survive by cooperation, such as wolves, have an alpha member leading each pack. A leader who shows weakness is replaced quickly and efficiently for the benefit of all. Thus, advancement within the church is based solely on merit. Any leader who proves unequal to the task is removed by his peers—gently if possible.



Holy symbol of Obad-Hai

As with Ehlonna's church, the Brotherhood of Equals does not tolerate the unnatural. Thus, the church's members universally revile undead and slay them on sight.

Scale: 11 (multiregional).

Affiliation Score Criteria: To gain affiliation benefits, a member of the Brotherhood of Equals must have at least one neutral alignment component.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (nature) 5–9 ranks	+1
Knowledge (nature) 10 or more ranks	+2
Can cast spells that have the air, earth, fire, or water descriptor	+1
Has visited at least one of the Elemental Planes	+2
Has an animal companion	+2
Has energy resistance as an innate ability or from a magic item	+1
Has energy immunity as an innate ability or from a magic item	+2
Spends 1–11 months protecting a natural area from exploitation or destruction*	+2
Spends 1 year or more protecting a natural area from exploitation or destruction*	+6
Lacks ranks in Knowledge (nature)	–2
* Overlaps for the same area.	
Multiple Use	
Frees someone from captivity or slavery	+4
Destroys a sign of civilization encroaching on nature, such as a lumber camp	+4
Explores a previously unexplored or undiscovered natural area	+2
Successfully defends an item or structure important to the church	+4
Acts as a missionary in an inhospitable region	+2
Converts a new member	+1
Sets up a natural preserve in which nature remains untouchable	+2
Hunts down enemies of nature, or razes the stronghold of a despoiler of nature	+8
Incarcerates or enslaves another creature	–8
Lives in an urban environment for more than half the year	–2
Fails to prevent the destruction of a natural area	–4
Fails to prevent the destruction of a sacred grove or untouched natural area	–15

Illus. by S. Wood

Titles, Benefits, and Duties: The Brotherhood of Equals does not bestow titles on its members, although it does acknowledge those who have progressed in power. A member who has attained sufficient rank gains a new benefit after spending 1 hour in solitary prayer.

Rank	Affiliation Score	Benefits and Duties
0	3 or lower	None.
1	4–12	Gain a +1 bonus on saves against spells and effects that have the air, earth, fire, or water descriptor.
2	13–22	Gain a +4 bonus on checks made to resist bull rush, trip, or overrun attacks.
3	24–29	Once per day as a swift action, use *summon nature's ally*, as the spell, of a level normally available to you, provided that you use it to summon an animal.This is a spell-like ability
4	30 or higher	Once per day as an immediate action, gain immunity to critical hits for 1 minute. (This ability can be activated in response to a critical hit against you.)

Illus. by E. Widermann

A worshiper of Obad-Hai appreciates the beauty of nature . . . and respects its deadliness

ROLEPLAYING APPLICATIONS

Favored Feats: Followers of the Shalm favor feats that enhance spellcasting ability. Some members of the Brotherhood of Equals prefer item creation feats and other feats that enhance their self-sufficiency.

Favored Combat Tactics: As proponents of equality and balance, members of the Brotherhood of Equals seek to neutralize enemy advantages in battle. Thus, *dispel magic* is a favored first-round spell. If the sides of a battle are made unequal by the neutralization of an ally, a church member is quick to rectify the situation with *break enchantment* or some other spell. A worshiper who faces unbalanced odds in an enemy's favor is likely to counsel a tactical withdrawal to find a better battleground or more allies.

Favored Adventure Types: Creatures that overstep their bounds and claim or annex natural areas often find themselves on the bad side of Obad-Hai's church, as do those who exert an unnatural influence over nature by building roads, damming rivers, clearcutting forests, and the like. Anyone who defiles, corrupts, or otherwise takes from nature without giving something back also angers the Brotherhood.

Favored Oaths: Members of Obad-Hai's church are likely to exclaim, "My bark is thicker than that" in response to an attack, or "Obad-Hai's fire (or wind, earth, or water) take you!" in the heat of battle. Other popular oaths include "By the Shalm!" and "His roots consume you!"

THE ETERNAL LIBRARY

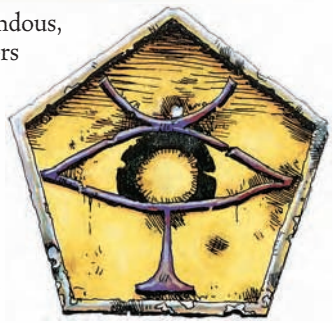
Knowledge equals power, and it is the only kind of power worth having. With the right knowledge, you can accomplish any goal, so you never rest in your search for information. The knowledge you find in the next crypt, the next dungeon, or the next hidden vault could make the difference between prosperity and poverty, or even life and death.

Temples of the Eternal Library are always repositories of magical knowledge. Hidden catacombs and vaults beneath each site hold a priceless collection of ancient tomes on the nature of magic, as well as massive spellbooks and collections of scrolls, both arcane and divine. In addition, temples to Boccob frequently double as schools of magic, where students can learn arcane secrets from some of the most learned practitioners in the world—all for an exorbitant fee.

The Church of Boccob has a small clergy that boasts nearly as many mystic theurges (*DMG* 192) as that of Wee Jas. However, a great many of the Eternal Library's active "priests" have no ability with divine magic whatsoever. A significant percentage of the highest-ranking members are actually wizards or sorcerers, and some are also loremasters (*DMG* 191).

Services in the temple, when they are held at all, consist of lectures on new spells or on obscure bits of magical lore. Boccob's devoted realize that their patron doesn't care a whit whether they even worship him, so why waste their valuable time singing the praises of a deity they openly call "the Uncaring"? The few clerics of Boccob rarely even mention the deity. Instead of the dogma that other churches preach, they teach that their god's only gifts to his faithful are the ability to think for themselves and the freedom to pursue their own ends. They claim that their patron's knowledge is so

vast, and his power so tremendous, that he ignores his worshipers out of pity. Were he to turn his gaze upon his mortal followers and actually notice them, the massive accumulation of his knowledge would bathe the world all at once and drive its people into madness.



Holy symbol of Boccob

Members of the Eternal Library believe that magical knowledge is not a prize to be enjoyed only by the worthy, or even those with an understanding of the nature or laws of magic. Rather, it should be available to anyone for the right price. Thus, in addition to its massive library, any temple of Boccob houses a thriving business in magic items. Business-savvy members of the church keep a shop in a corner of each temple to display their wares. The Eternal Library sometimes runs afoul of local governments because of this practice. Many a temple has been secretly approached by those seeking to buy magic items for an army attacking the temple's own town—and the Eternal Library is always willing to accommodate even such buyers as long as its own livelihood isn't threatened. The church never takes sides in political conflicts, and its members care only about who stands between them and another magical discovery.

The Eternal Library often employs adventurers to acquire new or rare magic items and spells, or to retrieve the long-lost magical knowledge of some ancient culture. If the desired item or information is already in someone else's possession, the church does not hesitate to lie or cheat to acquire it, or even steal it outright. In such cases, its members might hire unscrupulous individuals to procure the desired item or send their own agents to take charge of a particularly rare find.

Enemies and Allies: While not necessarily an ally, the Ruby Temple of Wee Jas (see page 20) frequently works with the Eternal Library to the mutual benefit of both organizations. The leaders of the Church of Boccob know that the Ruby Temple sells magic items only to those they deem worthy, so the Boccobites do not stand to lose much profit by sharing their finds.

Scale: 11 (multiregional).

Affiliation Score Criteria: To gain the benefits of affiliation, a member of the church must be able to cast 1st-level or higher spells.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (any) 5–9 ranks	+1/skill
Knowledge (any) 10 or more ranks	+2/skill
Bluff, Disguise, or Hide 5 or more ranks	+1/skill
Skill Focus (Knowledge [any])	+1/skill
Can cast 3rd- or 4th-level spells	+1
Can cast 5th-level spells	+2
Has one or more levels in the loremaster prestige class	+1
Is illiterate	–4
Lacks ranks in any Knowledge skill	–2
Multiple Use	
Turns the tide of a battle by identifying an enemy creature's weakness with a Knowledge check	+1
Recovers an ancient, previously lost piece of knowledge (such as a new spell)	+2
Spends at least 1 month creating magic items for the church	+4
Discovers a new source of magical power	+4
Creates a new spell or magic item	+1
Founds a school of magic	+4
Founds a school of magic dedicated to both arcane and divine magic	+6
Deceives someone into giving up a valuable item	+1/1,000 gp value
Successfully steals a valuable magic item, spellbook, or tome of magical lore	+1/1,000 gp value
Associates with creatures of lawful alignment	–2
Gets caught stealing from or deceiving the church	–8
Associates with creatures that hunt or persecute spellcasters	–4
Loses or destroys magic church property	–1/1,000 gp value
Destroys a place of learning (such as a library or college)	–10

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, a member must donate some piece of magical knowledge to the Eternal Library in addition to paying the normal tithe. Such a donation usually takes the form of a minor scroll or potion, but could include allowing a fellow member to scribe a free spell from the affiliate's spellbook.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Student:** Gain a +2 bonus on checks with one Knowledge skill of your choice in which you have at least 1 rank.
2	13–19	**Scholar:** Once per day as a free action, gain a bonus equal to 1/2 your character level on one Bluff, Disguise, or Hide check.
3	20–29	**Professor of Magic (Ex):** Once per day as a standard action, identify a magic item with a successful Spellcraft check (DC 15 + item's caster level).
4	30 or higher	**Eternal Librarian (Su):** Once per day as an immediate action, you may use a spell as normal to counter another spell regardless of whether you have a readied action or had the same spell ready to cast. You must still succeed on a Spellcheck to identify the spell.

Specific Roleplaying Applications

Favored Feats: Members of Boccob's church prefer feats that enhance their spellcasting abilities or enable them to avoid melee combat. Dodge and Mobility are favorites in the latter category. Item creation feats are also prized by the Eternal Library, especially if they are used to produce items the temple can sell.

Favored Adventure Types: A member of the Eternal Library leaps at the chance to lead any mission dedicated to gaining new magic, even if doing so means breaking local laws. Church members would readily break into an

Illus. by S. Wood

ancient, sacred tomb to rob the dead of their treasured belongings or invade the home of a local merchant who recently bought a rare spellbook. A true follower of Boccob does not shrink from unwholesome tasks if undertaking them could bring new knowledge, new power, and greater wealth to the church.

Favored Oaths: Members of the Eternal Library frequently exclaim, "By the holy book!" (a reference to all books) and "May you see his eyes!"

FHARLANGHN'S WAY

Life is the ultimate journey. You can't tell exactly where you'll end up—and it's likely to be where you least expect. The world is a terrifying, massive, and deadly place, and you never know when you might need a new home, so why have one at all? It's much more exciting to see what's around the next bend in the road. Even if that bend is your last, you can say that you've truly lived and walked Fharlanghn's Way. Death is but another stage in life's journey, and the next existence opens up other worlds to travel. That fact doesn't mean that you shouldn't be prepared for dangers along the way, or that you should allow your enemies to trample you into the dust of the road. Fight for your journey until your last breath, because you haven't yet seen and experienced all that this life has to offer. Those who persist in obstructing your way must be dealt with quickly so that you can resume your travels.

All these concepts and more are the dogma of the Church of Fharlanghn. To deliberately obstruct another's journey is the ultimate sin in the eyes of the Dweller on the Horizon, and slavery is an abomination for this reason. Thus, members of Fharlanghn's Way frequently converge on known slave rings and destroy them, leaving no slaver standing. Church members also aid fellow travelers under attack. A follower of Fharlanghn might calmly teleport a merchant away from the ring of bandits stealing his rich cargo—often to the merchant's displeasure.

Members of Fharlanghn's Way tend to be collectors, picking up miscellaneous souvenirs from their travels to remind them of places they've been and of places to which they might someday return. They also hoard odd but useful magic items, just in case. A *rope of climbing*, a dozen scrolls and potions of dubious use, a *decanter of endless water*, an *immovable rod*—these are the tools of an affiliate of Fharlanghn's Way. Members of this church have unusual views on mundane possessions as well. They often shrug and decline items that others would consider highly valuable, so they can focus more on objects that remind them of their journeys. That isn't to say a member would refuse a useful item—any tool that could improve the journey has value. But wealth for its own sake is pointless. Gold and treasure are heavy and only entice others to slow one's travels.

Temples to Fharlanghn rarely stay in fixed locations. Most commonly, they take the form of traveling shrines housed in merchant caravans or carried in the wagons of individual travelers. Occasionally a church member leaves a shrine in a well-traveled spot for another member to pick up and transport elsewhere.

Affiliates of Fharlanghn's Way believe that their patron constantly travels the multiverse in an effort to see all creation. Because he sees whatever his followers see, his church readily welcomes new members, whose travels can aid the deity in his ultimate mission. The church teaches that one day, when his followers have shown him every place that exists, Fharlanghn will stop to rest, and the multiverse will cease to grow. What exactly that event will mean, no one can say. But the church celebrates Fharlanghn's endless travels once each year with the Day of Rest, when every member stops traveling to revel in that single moment of life. For the rest of the year, Fharlanghn's Way exhorts its members to see the world in the short time they have in it, and to spread this message to anyone who bothers to stop, listen, and share the road with them for a brief time.

Scale: 11 (multiregional) in terms of reach and power, but technically 17 (global).

Affiliation Score Criteria: Fharlanghn's Way has no membership criteria, although few of its members are evil. The church teaches that everyone has a right to the journey.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (geography) 5 or more ranks	+1
Knowledge (local) 5 or more ranks	+1
Knowledge (the planes) 5 or more ranks	+1
Is entitled to a reroll at least once per day through a spell, feat, or item	+1
Can cast a spell that increases speed	+1/spell
Can cast a spell that increases at least one saving throw modifier	+1/spell
Can cast *teleport*	+1
Can cast *plane shift*	+3
Has more than one mode of movement (such as a climb speed, the ability to fly, or the like)	+3
Spends more than 1 month in a single place*	–2
Spends more than 1 year in a single place*	–4
* Overlaps for the same place and for multiple places.	
Multiple Use	
Survives an encounter with an EL 3–4 higher than own character level	+1
Survives an encounter with an EL 5 or more higher than own character level	+2
Avoids a battle as a result of careful preparation	+1
Wins a battle as a result of careful preparation	+4
Wins a battle against seemingly insurmountable odds as a result of careful preparation	+8
Converts a new member	+1
Finds a use for an item thought to be useless	+1
Destroys a slave ring	+4
Discovers an area never traveled before	+8
Discovers an area never traveled before and records the voyage	+2
Spends no more than 1 week in a single place for an entire year	+3
Incarcerates or enslaves another creature	–15
Fails to defend a structure or item important to the church	–6

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, a member of the church must spend 24 hours traveling without rest (see *PH* 164 for forced march

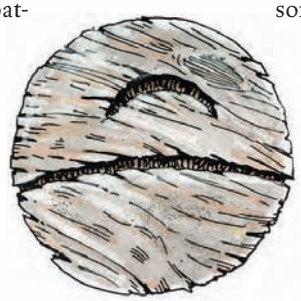
rules). A would-be affiliate usually uses magical means to offset the fatigue of such a long journey.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–11	**Vagabond:** Gain a +2 bonus on Sense Motive checks.
2	12–20	**Wanderer:** Gain a +2 bonus on checks made to resist a grapple, trip, or bull rush attempt.
3	21–29	**Explorer:** Once per day as an immediate action, gain a bonus equal to +1 per three character levels on one saving throw.
4	30 or higher	**Traveler of Worlds:** Once per day, become ethereal for 1 round per three character levels as a spell- like ability (caster level equals your character level).

ROLEPLAYING APPLICATIONS

Favored Feats: Members of Fharlanghn's Way value self-reliance and have a talent for avoiding trouble. Thus, they often choose feats such as Endurance, Self-Sufficient, Dodge, and Mobility.

Favored Combat Tactics: Many members of Fharlanghn's Way are pacifists who rise to battle only when no other choice is left—or to defend or free slaves. Thus, a member of this church favors spells and abilities that keep her out of reach of her foes. Spring Attack is a favorite choice, and members often use the various teleport spells to avoid combat or to maintain a safe distance from hostile creatures.



Holy symbol of Fharlanghn

Favored Adventure Types: Any sort of adventure is right up the alley of a member of Fharlanghn's Way, but one that takes her to a place she's never been before is greeted with the most enthusiasm. Extraplanar adventures are especially exciting, as are journeys to places rumored to exist only in myth.

Members of Fharlanghn's church frequently make extra money as couriers or explorers. They are amazed that people are willing to pay them for services they would perform for free, as long as they were headed in that direction.

Favored Oaths: "May you find a twist in your road" is a favorite saying of Fharlanghn's followers. More emotional oaths include "By the bent and winding road!" and "By my feet!"

FINGERS OF THE LAUGHING ROGUE

Ownership equals possession. If you want an item, take it—as long as you're willing to risk the consequences. If someone takes an item from you, you didn't guard it carefully enough and should take better care next time.

Members of the Church of Olidammara like to refer to themselves as the Fingers of the Laughing Rogue, but the church lacks any formal organization. Few cities permit open worship of the deity of thieves, so Olidammara's church is little more than a loose network of hidden shrines tended by secretive clerics. These temples are always located in urban environments—usually at the heart of thieves' guilds or smuggling rings—because the Laughing Rogue's followers enjoy the music and vices of the city and find little of interest in more rural environs. It would be incorrect and shortsighted to say that members of the church never leave civilization, however. They can frequently be found plumbing the depths of hidden temples and dungeons in search of vast stores of ancient wealth.

The Fingers of the Laughing Rogue live for the opportunity to deceive. Some church members believe that any creature they can take advantage of is weak and exists only for their benefit. Most, however, have had hard lives themselves at some point, so they focus on the wealthier members of society who, they believe, are more deserving of their attention. In addition, openly lawful individuals are frequent targets of the Laughing Rogue's church. The followers of Olidammara enjoy deceiving anyone, but nothing pleases them more than swindling a paladin or some other champion of law.

To the followers of Olidammara, deception is a form of worship. The church teaches that anything taken from someone else was clearly not meant to belong to that person, and that any theft in Olidammara's name increases the deity's power. Each member tithes a portion of his take to the church, giving thanks for the deity's blessing and offering prayers for success on the next job. Offerings are always left anonymously by night on a small hidden shrine, and they always disappear before another night has passed.

The church's only noncriminal activities involve music. The Laughing Rogue loves musical entertainment, so Olidammara's few large temples are always filled with music of all kinds—calm garden tunes one day, and bawdy tavern chants the next. The church frequently sponsors gifted performers, and any appearance by a famous bard is sure to be attended by many of the deity's followers. A musician is never the target of a deception perpetrated by church members unless he has committed an act that draws the wrath of a worshiper.

Both the church and its members are unreliable when it comes to agreements. They can change allegiances on a whim if doing so appears entertaining or profitable. According to the church, many grades of deception exist, and white lies are only the beginning. For these reasons, any follower of Olidammara forms only a few close friendships.

Enemies and Allies: The Fingers of the Laughing Rogue have many enemies. Few understand the church's principles and ideologies, and lawful organizations especially condemn its activities. The churches of St. Cuthbert and Heironeous in particular frequently attempt to expose temples to the Laughing Rogue and shut them down.

Scale: 10 (regional).

Affiliation Score Criteria: A member of the church cannot gain affiliation benefits without first deceiving

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at least one person (by robbing, successfully bluffing, or otherwise misleading them). Furthermore, a member cannot be of lawful alignment.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Chaotic alignment	+1
Bluff, Disguise, or Hide 5–9 ranks	+1/skill
Bluff, Disguise, or Hide 10 or more ranks	+2/skill
Knowledge (religion) 5 or more ranks	+1
Can cast 3rd-level or higher illusion spells	+1
Can hide in plain sight	+2
Lacks ranks in Bluff, Disguise, or Hide	–2
Multiple Use	
Secretly breaks an unjust law (if character is not chaotic evil)	+1
Openly breaks an unjust law (if character is not chaotic evil)	+3
Secretly breaks any law (if character is not chaotic good)	+1
Openly breaks any law (if character is not chaotic good)	+3
Humiliates a law enforcement officer	+1
Survives an encounter with an EL 3–4 higher than own character level	+1
Survives an encounter with an EL 5 or more higher than own character level	+2
Avoids a battle as a result of careful preparation	+1
Wins a battle as a result of careful preparation	+4
Wins a battle against seemingly insurmountable odds as a result of careful preparation	+8
Scores two consecutive critical hits in a single battle	+1
Converts a new member	+1
Deceives a creature into offering a desired item	+1/4 creature's CR
Deceives a lawful creature into offering a desired item	+(1/4 creature's CR) +2
Successfully steals a valuable item	+1/1,000 gp value
Becomes the patron of a musician	+1
Is caught breaking the law	–8
Is caught in a lie	–4
Acts in a lawful manner	–4
Associates with known lawful beings (such as paladins or monks)	–4

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, a church member must repeat her success at deception, this time against a foe that has a CR within 1 of her character level. Affiliation titles represent some of the church's major categories of deception. The infamous crimson deception, at the top of the list, is an achievement that only a few members have ever pulled off in the history of the church. Such a deception is on par with talking a mature adult dragon out of its hoard.

Holy symbol of Olidammara

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–9	**White:** Gain a +2 bonus on Bluff checks made to feint in combat.
2	10–17	**Blue:** Gain a +2 bonus on Perform and Tumble checks.
3	18–24	**Gray:** Gain a +1 bonus on saves against lawful spells and effects.
4	25–29	**Black:** Caster level +1 when casting illusion spells or spells of the Trickery domain.
5	30 or higher	**Crimson:** Once per day, force one opponent to reroll an attack, check, or save after you know the result of the roll.

ROLEPLAYING APPLICATIONS

Favored Feats: The Fingers of the Laughing Rogue teach that a truly successful combatant is one who fights only when he wants to. Anyone foolish enough to get hit is in the wrong place. Thus, members prefer feats that increase their combat mobility (such as Spring Attack) and enhance their ability to choose their own battlegrounds.

Favored Combat Tactics: Many church members take levels of rogue, so they attempt to set up sneak attack opportunities whenever possible. Clerics try to remain unobtrusive, often staying invisible and summoning monsters to fight for them. Most affiliates also like to use spells that incapacitate their enemies so that allies can do the dirty work of killing. All, however, revel in the chaos of a battle once joined. In such situations, they focus on known lawful enemies first and try to humiliate as well as defeat such targets. A member of Olidammara's church can agree with a member of the Fist of Valor (see below) on at least one topic—defeating Hextorites is good fun.

Favored Adventure Types: A member of this church enjoys any quest designed to take another person down a peg. If the enemy is lawful—especially one in a position of authority—at least one Finger of the Laughing Rogue is likely to lurk in the shadows, hoping to teach him a lesson. High-risk quests might interest church members, as long as the payoff is high as well. After all, the greater the danger, the finer the song that can be written afterward.

Favored Oaths: Common oaths uttered by members of Olidammara's church include "By my fingers!" and "May you be the target of his laughter."

THE FIST OF VALOR

Valor, courage, and righteousness are more than mere words to you—they form the foundation of your life. A champion of the downtrodden and a stalwart punisher of evil, you honor Heironeous every time you take a stand against wickedness.

The Fist of Valor—Heironeous's church—is an implacable force for holiness in the world. A temple to Heironeous is one of the most magnificent structures in a city. Each temple of the Fist is a self-contained fortress, even within a well-fortified city, and sentries patrol its walls day and night.

The Fist of Valor always attempts to become involved in the politics of any region where it has established temples. The church uses political contacts to gather information about

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any evil that taints the local nobility, who view such interest as meddling. However, it also garners favor with those who can fund expeditions and field armies to root out threats to the land. The fact that the Heironeans are always doing good for lawful communities gives their requests great weight in the courts, despite occasional accusations by disgruntled nobles of subversive activities.

As might be expected, the Church of Heironeous governs itself efficiently. Members who transgress against the laws of Heironeous are tried in the Court of Thunder. Local governments encourage the Fist of Valor to dispense its own justice, since taking care of its own problems represents a significant savings in time and gold for the community.

The Fist of Valor is dedicated to eradicating evil everywhere. However, church members also believe in a fair fight. A worshiper of Heironeous doesn't give up tactical advantages in combat but rarely fights from the shadows. He typically announces his presence before a battle begins so that enemies know they are about to experience the deity's wrath. Foes that are not considered irredeemable are given the opportunity to repent and redeem themselves. Those beyond salvation (such as undead, fiends, and occasionally, minions of Hextor), and those that refuse redemption, receive a quick and sure swordstrike.

Typically, any small group engaged to perform a service for the church must include a member of the Fist of Valor. The Heironeans tolerate freelance bounty hunters, but only barely. They trust only their own members to ensure that the laws of the church are followed to the letter.

The church also believes that storms, especially those that include lightning, are harbingers of Heironeous's wrath and portents of great meaning. Regions that frequently experience such storms are considered holy places, and the church often builds small forts at such sites to house the clerics who go there to study the omens. These "storm forts" bristle with lightning rods, both to protect the inhabitants and to draw more strikes so that the clerics can better interpret Heironeous's will.

The church views lightning bolts as the sword of Heironeous touching the earth. Those who die from natural lightning strikes clearly deserve their fate, but those who are struck and live are considered blessed by the deity. Though they are often mentally damaged, such individuals are consulted nonetheless by the clergy of Heironeous, who seek wisdom and guidance in their ravings. But storms are not the only sources of the Invincible One's voice. Members of the Fist of Valor are very superstitious as a group and are constantly on the lookout for signs and portents that show their deity's touch.

Enemies and Allies: Evil in every form is the enemy of Heironeous, but the forces of his dark brother Hextor truly enrage his followers. Thus, the Herald of Hell is a prime target for missions involving members of the Fist of Valor.

Scale: 15 (continental).

Affiliation Score Criteria: The church's doors are open to new members, but to gain affiliation benefits, a character must be good-aligned.

A paladin of Heironeous leads an army to fight the forces of evil

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Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Lawful alignment	+1
Knowledge (religion) 5 or more ranks	+1
Base attack bonus +5 or higher	+1
Proficient with all martial weapons	+1
Multiple Use	
Brings a lawbreaker to justice	+1
Converts a new member	+1
Slays a CR 8 or higher evil creature	+1/4 creature's CR
Slays a CR 8 or higher evil minion of Hextor	+1/2 creature's CR
Thwarts a plot of Hextor's church or minions	+3
Razes a stronghold of Hextor	+8
Overthrows an evil government	+8
Overthrows an evil government run by the Church of Hextor	+10
Spearheads the revision of an unjust law (if character is good)	+1
Commands a unit within an army during a major war	+2
Commands an army during a major war	+6
Fails in combat against Hextorites	–4
Breaks a law	–2
Associates with known evil creatures	–4
Associates with known evil minions of Hextor	–10

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, a member must spend 24 hours fasting and praying in a structure sacred to Heironeous, under the supervision of one of his clerics or paladins. The required tithe must be paid at the end of this time.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–13	**Soldier-at-Arms:** Gain a +2 bonus on Diplomacy checks made while enforcing the law.
2	14–23	**Hand of Might:** Once per day, ignore the effects of difficult terrain on your movement for 1 round.
3	24–29	**Bolt of Glory:** Gain a +1 bonus on attack rolls made against evil enemies.
4	30 or higher	**Righteous Blade of Justice (Su):** Once per day as an immediate action, any melee weapon you wield deals +1d6 points of electricity damage, or each damaging spell you cast deals +1d6 points of electricity damage, for 1 round/character level.

ROLEPLAYING APPLICATIONS

Favored Feats: Followers of Heironeous prefer feats that improve their martial prowess (such as Power Attack or Weapon Focus) or their ability to destroy evil. Paladins and clerics frequently select divine feats that empower their spellcasting at the cost of their ability to turn undead, since such creatures can just as easily be crushed to dust with a blow from a mace.

Favored Combat Tactics: Fond of intricate tactics, followers of Heironeous seek any advantage in a battle, watching for ways to split enemy forces and use terrain cleverly. Once combat begins, they pursue their enemies with dogged determination. Members of the Fist of Valor maneuver with their allies to guard lightly armored spellcasters and flank targets, and they rarely give ground in battle. Minions of Hextor are their favored targets, followed by any other known servants of evil.

Members of the Fist of Valor can be frustrating comrades for groups facing non-evil foes. They are likely to seek a diplomatic solution to such a conflict and might refuse to fight unless forced by circumstance to do so.

Favored Adventure Types: Worshipers of Heironeous are always eager for any adventure that allows them to smash the heavy fist of their deity against agents of evil. They prefer missions to battle the forces of Hextor above all others.

Holy symbol of Heironeous

Favored Oaths: In combat, Heironeans might shout imprecations such as "By the fist of thunder and lightning!" or "May his mailed fist strike you down!" While battling minions of Hextor, they curse, "Hextor's treacherous beard!"

THE MIGHTY ARMS OF KORD

Battle brings violence, bloodshed, and loss, but also glory. Full of bold and beautiful chaos, combat claims even the most careful or craven in the end. So what do you have to lose by making a bold stand? Indeed, battle is the surest way to determine who is most worthy of life. If you conduct yourself bravely on the battlefield during life, you earn a place of honor at your deity's table after death. And if you fall short of that goal, you can always return to the Material Plane in a new form to try your luck once more.

To the members of Kord's church, the Mighty Arms of Kord, battle represents the best way to revel in physical prowess and approach the perfection of the Brawler. Just like the multiverse itself, a fight is unpredictable, wild, and deadly. No outcome is sure, even for the most powerful of warriors. Thus, the struggle between two combatants is a microcosm of all creation.

But although the members of this church worship physical perfection, strength of mind is nearly as important to them. A fighter might be able to cleave a mighty giant with a single blow of his greatsword, but if the spell of the least wizard can make him a bumbling fool, he has no place on the battlefield. Given a choice between magic and brute force, however, a member of the Mighty Arms of Kord relies on physical prowess once battle is joined. He isn't averse to using the best tools to defeat any given foe, swinging a silvered sword at a lycanthrope or hacking with an adamantine axe at an iron golem.

A temple to Kord typically resembles an arena. Areas where members can practice the fighting arts fill the interior, surrounded by galleries where others can observe their favorite combatants. Battles within the temple are rarely to the death. Differences between members of the church are always resolved here in some sort of athletic competition, game, or duel. Services often consist of members' recitations of their

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glorious victories and accomplishments. More than simple boasting, they are songs of praise to the deity, honoring Kord with the battles fought in his name. Such praise is usually reserved for the temple, but some boisterous members so honor their deity wherever they find a receptive ear. Most members of the church keep a tally of the powerful enemies they have killed, as well as other notable achievements in the arena or on the battlefield, and add these achievements to their songs of glory.

Members of the Mighty Arms of Kord hold bravery in the highest esteem. Those who flee from battle are often excommunicated publicly, displaying their cowardice before the entire community. Thus, even if the odds are against her, a follower of Kord is likely to take the field. She would rather go down in a blaze of glory, singing hymns to the god of battle, than suffer the public humiliation accorded to cowards.

Scale: 14 (continental).

Affiliation Score Criteria: Anyone can join the Mighty Arms of Kord, but only those who actively pursue physical combat can gain affiliation ranks. Characters who are spellcasters cannot advance within the church unless they use their spellcasting ability only to improve their combat skills.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Chaotic alignment	+1
Good alignment	+1
Fortitude save bonus of +10 or higher	+1
Will save bonus of +10 or higher	+1
Power Attack	+1
Base attack bonus +5 or higher	+1
Strength score below 12	–2
Lawful alignment	–10
Multiple Use	
Razes the stronghold of a tyrannical lawful regime	+8
Bests a law-enforcement officer in nonlethal combat	+1
Converts a new member	+1
Survives an encounter with an EL 3–4 higher than own character level	+1
Survives an encounter with an EL 5 or more higher than own character level	+2
Earns victory in battle as a result of careful preparation	+4
Earns victory in battle against seemingly insurmountable odds as a result of careful preparation	+8
Scores two consecutive critical hits in a single battle	+1
Scores three or more consecutive critical hits in a single battle	+3
Wins an athletic competition	+1/4 opponent's CR
Wins an athletic competition against an opponent that has a CR 3 or more higher than own character level	+1/2 opponent's CR
Destroys a creature at full hit points with one blow	+1/4 creature's CR
Deals 30 or more points of damage with a single blow	+1/4 creature's CR
Deals 100 or more points of damage with a single blow	+1/2 creature's CR
Loses an athletic competition against a foe that has a CR 1 or more lower than own character level	–2
Loses in battle against an enemy of the church	–4
Performs an overtly evil act	–4
Fails in combat due to lack of preparation	–4

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, a church member must defeat a fellow member in single combat (typically with practice weapons) or some other athletic competition. The opponent's Challenge Rating must be within 1 of the challenger's character level.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Persuader:** Gain a +2 bonus on Intimidate checks.
2	13–21	**Bravo:** Gain a bonus equal to your character level on saves against fear effects.
3	22–29	**War Leader (Ex):** Once per day as an immediate action, gain a bonus equal to your Strength modifier on a single Fortitude or Will save.
4	30 or higher	**Battle Savant (Ex):** Once per day as an immediate action, force one opponent to reroll an attack, check, or save after you know the result of the roll.

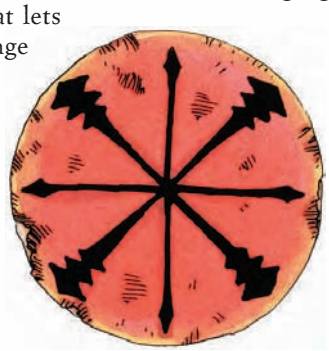
ROLEPLAYING APPLICATIONS

Favored Feats: Any feats that can make a member more potent in battle are valuable, but members of the Mighty Arms of Kord especially favor Power Attack and its related feats. Because these feats emphasize brute force, they complement right Kordites' typical strengths. Iron Will is a fine choice for those with low Will saves, and Great Fortitude for those whose Fortitude saves are below par.

Favored Combat Tactics: Those unfamiliar with the church's philosophies might think that followers of Kord favor straightforward, brutal combat tactics—and they would be mostly right. A frontal assault gives a member of the church a chance to prove her bravery. One of the Mighty Arms of Kord need not reject sound strategy in favor of a foolhardy charge, but he is likely to grumble about any plan that doesn't give her a chance to engage as many enemies as possible.

Favored Adventure Types: Kord wears garb made from the hides of slain evil dragons. His followers seize upon any chance to emulate this aspect of their deity, slaying evil dragons and crafting from them clothing that matches that of Kord.

The church also frequently backs an underdog, not out of any sense of nobility or fair play, but because fighting against unfavorable odds makes for a more challenging battle. Any adventure that lets a follower of Kord challenge superior enemies gives her a greater chance for immortality, both in the Church of Kord and later in Kord's own halls of battle. Are the odds a hundred to one? Fantastic. A thousand to one? Even better!



Holy symbol of Kord

Favored Oaths: In combat, Kordites are likely to utter oaths such as "May fate

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see your blade shatter!" and "By Kord's sword!" "By the blue boots of Kord!" is another popular epithet.

THE RUBY TEMPLE

Magic is the ultimate power. By mastering its secrets, you can break all the so-called laws of nature and reorder the world as you see fit. But the entirety of magic cannot be mastered in a single lifetime. Only through carefully studying the work of sages and wizards of the past can you gain a full appreciation of this power.

The fact that mortals must pass from this world does not mean that their knowledge must die with them. The church routinely uses necromancy to contact the spirits of dead masters of magic, hoping to recover lost knowledge. Thus, the Ruby Temple studies death for the purpose of further expanding its mastery of magic. Temples to the Ruby Sorceress are filled with the ancient bones of long-dead mages, as well as carefully preserved scrolls that hold the distilled knowledge and research of their lives.

The Church of Wee Jas teaches that each life is an hourglass: When the sand runs out, that person's life is over. But only the Witch Goddess knows when someone's time is truly up. A cleric of Wee Jas who attempts to raise a dead ally knows that if the soul returns, that person was not yet meant to die.

The church also teaches that the passage of a soul into its afterlife is a moment of tremendous magical power, and its members have been trying for millennia to harness that power. Thus, members like to observe death firsthand. When a creature is taking its last breath, a cleric of Wee Jas might well be nearby, taking copious notes and asking questions of the dying creature.

Despite their fascination with death, followers of Wee Jas don't sanction the creation of undead except as an academic study. They view such pursuits as attempting to circumvent the laws of life and death—and only the Ruby Sorceress has that purview. However, some members of the church believe that lichdom is an exception to this rule. A lich has selected its path of its own volition; it has not tried to extend the time allotted to another. Liches devoted to Wee Jas see their existence as an experiment in the nature of death and magic, with the clear understanding that they must destroy themselves when they have learned as much as they can from the experience. Those who do not are hunted down as heretics.

The followers of Wee Jas believe that the mind holds an undiscovered wealth of knowledge. Thus, one arm of the Ruby Temple is dedicated exclusively to the study of psionics. This branch of the church has begun collecting the bodies of dead psions, hoping to learn more of their strange and obscure powers. The church as a whole is interested in learning how the laws that govern psionics and the laws that govern magic interact, if they do at all.

Members: The Ruby Temple is based on a strict hierarchy, with rank determined by individual knowledge and magical strength. Many priests pursue both arcane and divine spellcasting classes, and some of the highest-ranking church members are mystic theurges.

Scale: 11 (multiregional).

Affiliation Score Criteria: Only a spellcaster can gain an affiliation score with the Ruby Temple. A would-be member must swear to abide by the dictums of the church, obey its superior members, and devote himself to the study of magic and the preservation of knowledge.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Lawful alignment	+1
Knowledge (religion) or (arcana) 5–9 ranks	+1
Knowledge (religion) or (arcana) 10 or more ranks	+2
Aids the uneducated masses in understanding death (if character is non-evil)	+1
Can cast 5th-level or higher necromancy spells	+2
Can cast 3rd- or 4th-level arcane or divine spells	+1
Can cast 5th-level or higher arcane or divine spells	+2
Has at least one level in the mystic theurge class	+1
Chaotic alignment	–10
Known to be sympathetic to a religion dedicated to a deity of life or healing (such as Ehlonna or Pelor)	–2
Multiple Use	
Converts a new member	+1
Makes a new discovery about the nature of death or dying	+2
Destroys a creature of the chaotic subtype	+1/4 creature's CR
Destroys a foe single-handedly using only magic	+1/4 creature's CR
Defends a bastion of magical knowledge from attack	+4
Discovers a new magic item or spell	+2
Discovers an artifact and donates it to the church	+10
Founds a school of magic	+4
Founds a school of magic dedicated to both arcane and divine magic	+6
Destroys a magic item or magic-related knowledge	–8
Associates with characters who hunt or persecute spellcasters	–4
Breaks a law of the church	–2

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, a member of the Ruby Temple must spend 24 hours in one of the crypts below a temple of Wee Jas. During this time, he must commune with the dead interred there using magic such as a *speak with dead* spell.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–14	**Crystal Novice:** Gain a +2 bonus on Knowledge (religion) checks made regarding undead creatures.
2	15–22	**Topaz Apprentice:** Gain a +1 bonus on saves against death spells and effects
3	23–29	**Emerald Master:** Increase caster level by 1 for a single school of magic (your choice).
4	30 or higher	**Ruby Master (Su):** Once per day asan immediate action, you may use a spell as normal to counter another spell regardless of whether a readied action or had the same spell ready to cast. You must still succeed on a Spellcraft check to identify the spell.

ROLEPLAYING APPLICATIONS

Favored Feats: Members of the Ruby Temple who can turn or rebuke undead often choose feats that enhance that ability, such as Extra Turning, Empower Turning[CD], or Quicken Turning[CD]. Many members also choose Spell Focus (necromancy) and Greater Spell Focus (necromancy).

Holy symbol of Wee Jas

Favored Combat Tactics: An affiliate of the Ruby Temple uses magic in preference to all other attack forms, if possible. Nonmembers believe that the church favors necromantic magic, but this supposition is simply a myth that the church allows to persist. Its enemies are thus caught off guard when confronted by evokers, transmuters, or conjurers affiliated with the church, or even clerics with tremendous mastery of destructive divine spells. Many church members hide behind dark robes and death fetishes to encourage the belief that they practice only necromancy.

Favored Adventure Types: A follower of Wee Jas enjoys adventures that involve recovering rare or unique magic items. Because the preservation and recovery of magical knowledge is also very important to the church, its leaders often send members to seek out the bones of long-dead spellcasters and return them to the church's crypts.

Favored Oaths: Followers of Wee Jas often exclaim "By the sands of life!" or "By the blessed lady!" in combat. "May your sands run more quickly," is a favorite curse for an enemy.

SCALES OF BALANCE

Justice must be brought to those who transgress against the Law. To you and the other members of St. Cuthbert's church, the word of the Law is your patron's word. This strict and complex code of conduct was written by the hand of the Judge himself, and it transcends all mortal law. Those who wantonly break the Law are unworthy and must be utterly destroyed.

St. Cuthbert's church, known as the Scales of Balance, is devoted to the Law set down by its patron deity. Mortal laws are to be respected, but if they must be broken to preserve the Law of the church, so be it. An enemy of the church is branded a Lawbreaker—the most heinous condemnation the clergy can hand out—and dealt with mercilessly.

The Church of St. Cuthbert does not believe in redemption, only in retribution. Its members do not hesitate to make examples of enemies. An eye for an eye is not enough for the Scales of Balance. When it comes to a Lawbreaker, only a head for an eye can balance the scales. If a group of twenty bandits has been terrorizing a trade route, the Scales of Balance does not hesitate to send a hundred of its affiliates to deal with the threat. Nor does this church deal in half measures. Known enemies are rarely given quarter, and the church frequently brings far more troops to the field than most observers would deem necessary to win.

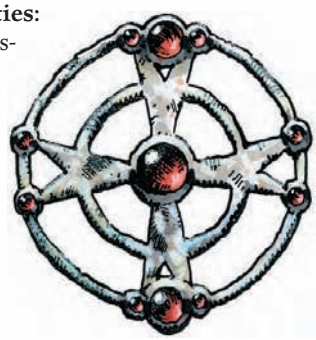
As a result of its unbending views, this church frequently forms the foundation of a region's system of laws in areas where it holds power. Where St. Cuthbert's church does not dictate local laws, it still enforces its own, making its clergy unpopular with the ruling caste. For the most part, high-ranking members of the church are willing to work with local governments to form alliances, but the Law is always supreme.

Scale: 14 (continental).

Affiliation Score Criteria: A member of the Scales of Balance must be of lawful alignment.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Base attack bonus +5 or higher	+1
Knowledge (religion) 5 or more ranks	+1
Can cast *disintegrate* or *destruction*	+2
Can cast 3rd-level or higher spells	+1
Strength score of 20 or higher	+1
Strength score below 12	–2
Multiple Use	
Razes the stronghold of an enemy of the church	+8
Razes the stronghold of an enemy of the church while the inhabitants are unprepared or through superior preparation	+10
Brings a lawbreaker to justice	+1
Aids a government by improving or creating its system of laws	+6
Converts a new member	+1
Destroys a creature of the chaotic subtype	+1/4 creature's CR
Brings order to a frontier or lawless region	+4
Upholds the church's Law	+2
Successfully defends a church or other structure important to the church	+2
Destroys a creature at full hit points with one blow	+1/4 creature's CR
Deals 30 or more points of damage with a single blow	+1/4 creature's CR
Loses in battle against an enemy of the church	–4
Caught breaking the law (or any rules, such as in an athletic competition)	–10
Associates with known chaotic-aligned creatures	–4
Breaks a law	–2

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, a member of the church must fast for 24 hours in a temple of the Judge, meditating on the Law.



Holy symbol of St. Cuthbert

Illus. by S. Wood

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Marshal:** Gain a +1 bonus on Climb and Jump checks.
2	13–21	**Justice:** Gain a +1 bonus on saves against chaotic spells and effects.
3	22–29	**Lawbringer:** Caster level +1 when casting *inflict* spells or *harm*.
4	30 or higher	**Wielder of the Cudgel:** Once per day, use a bludgeoning weapon to stun and daze a foe. The foe struck must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Wis modifier) or be stunned for 1 round and dazed for 1d4 rounds thereafter. Declare use of this ability before making the attack roll.

ROLEPLAYING APPLICATIONS

Favored Feats: Taking a weapon from the hand of an enemy is considered an ideal tactic in the Scales of Balance, so Improved Disarm and Improved Sunder are favorite feats of its members. Paladins of St. Cuthbert and clerics with the Destruction domain also favor Extra Smiting[CW].

Favored Adventure Types: St. Cuthbert's followers can't abide the guilty escaping punishment. If a Lawbreaker manages to avoid just retribution, the church sends out adventurers to see that justice is done. The Scales of Balance might also send a group on behalf of a local government to bring in a criminal who has evaded the conventional legal authorities.

Favored Oaths: Followers of St. Cuthbert often exclaim "Lawbreaker!" or "By the cudgel!" in the heat of battle. "His justice be done" is a phrase often delivered in conjunction with a smite attack.

THE SHINING LIGHT OF PELOR

The sun is the source of light, warmth, and life, and all living creatures embody some degree of its energy. If you embrace that light and make it part of yourself, you can use it to illuminate the dark corners of the world, where evil and death lurk.

Known on the Material Plane as the Shining Light, the Church of Pelor is one of the most altruistic and welcoming of the established religions. The primary goal of Pelor's church is to ensure the well-being of its members, as well as all the people who live in the vicinity of its temples. Often a temple to Pelor functions both as a center of spirituality and a place of sanctuary. Followers of Pelor believe that protecting those who cannot protect themselves is one of their deity's most important values, and they go out of their way to help the needy in his name. The church, though not warlike, builds many remote temples in the style of small fortresses to defend nearby residents in the event of attack.

The Shining Light considers all living beings to be manifestations of Pelor's light, and its members welcome all equally. Undead, however, are abominations in the sight of the Shining One—the antithesis of light, life, and warmth, and incapable of redemption. Therefore, members of Pelor's church seek out and destroy these creatures of negative energy without hesitation.

Clerics of the Shining Light preach that the cycle of light and darkness is Pelor's way of sparing the world. If the sun burned both day and night, all living creatures would be consumed by the god's holy radiance. Thus, each day begins cool in the morning and warms as it progresses. The holiest of times is the afternoon, when Pelor is closest to the world and his divinity is most clear.

The Shining One is almost universally respected, if not worshiped, on the surface of the earth, but is reviled in the dark places beneath the ground. The church views the wild and lightless Underdark as an unholy place, despite the fact that many good-aligned races call it home. The church sends many "missionaries" to bring Pelor's shining wisdom to the underbelly of the world. Though such campaigns seem noble to most surface dwellers, they usually involve wielding a heavy mace in one hand and Pelor's holy fire in the other.

Enemies and Allies: While members of the Shining Light loathe the undead, such creatures typically do not present an organized threat—they are numerous but scattered. However, in the blackest depths lurks a much greater danger to the Pelorites: the illithids. These creatures seek to extinguish the sun—a deed tantamount, in the minds of the Pelorites, to assassinating the deity. Only a few of the Shining Light's most powerful leaders are aware of this threat, but it is the primary reasons that clerics and paladins of Pelor venture into the Underdark.

The Shining Light of Pelor maintains close ties with many other good-aligned churches, and has organized joint ventures with the clergy of Heironeous, such as the formation of Pelor's Shadow Guard (see page 75). Members of Pelor's church also share many goals with the churches of nature, such as those of Ehlonna and Obad-Hai, which also despise the foul undead.

Scale: 16 (multicontinental).

Affiliation Score Criteria: Church membership is open to anyone, although denizens of the Underdark are viewed with distrust and interviewed intensely before their membership is approved. Suspicious-seeming individuals might be asked to perform some sort of task appropriate to their rank and abilities to demonstrate their commitment to Pelor.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Cleric or paladin	+1
Knowledge (religion) 5–9 ranks	+1
Knowledge (religion) 10 or more ranks	+2
Heal 5–9 ranks	+1
Heal 10 or more ranks	+2
Will save bonus +10 or higher	+1
Strength score of 20 or higher	+1
Can cast *heal*	+3
Has been undead	–6

Multiple Use	
Destroys a CR 8 or higher undead creature*	+1/4 creature's CR
Undertakes a mission to hunt undead*	+1
Undertakes a mission underground*	+1
Razes the stronghold of an undead creature	+8
Brings a dead creature back to life with *raise dead* or similar magic	+2
Aids the less fortunate with own funds	+1/500 gp expended
Converts a new member	+1
Associates with undead	–4
Associates with evil outsiders	–2
Associates with illithids	–6
Acts against alignment**	–10

* Stacks with other mission criteria (for example, a mission to hunt a CR 9 undead creature underground nets a +4 modifier).
** Cannot improve affiliation score until *atonement* is completed.

Titles, Benefits, and Duties: To gain a new rank and its associated benefit requires no special action beyond the required tithing. Rising through the ranks of the Shining Light of Pelor increases a member's ability to minister to the ill and infirm, as well as to destroy the reviled undead.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–9	**Novitiate of the Sun:** Gain a +2 bonus on Heal checks made to stabilize a dying creature.
2	10–17	**Light of the Sun:** Gain a +2 bonus on turning checks.
3	18–24	**Heat of the Sun:** Gain a +1 bonus on saves against evil spells and effects.
4	25–29	**Fury of the Sun (Ex):** Once per day as an immediate action, add your Strength modifier as a bonus.
5	30 or higher	**Shining Light (Sp):** Once per day as a standard action, wreathe yourself in the divine energy of the sun, as the spell *fire shield*. Youmay only use the warm shield form of the spell, and the caster level is equivalent to your character level.

ROLEPLAYING APPLICATIONS

Favored Feats: Pelorites prefer feats that aid them in combating undead, or that help bring Pelor's light to the dark corners of the world. Extra Turning, especially when used in conjunction with divine feats, is a favorite. But knowing that turn attempts are less effective against more powerful undead, a typical cleric of Pelor takes at least one divine feat, so that he can still use his turning ability as a resource. Clerics who wield their *cure* spells as weapons against the undead frequently choose Spell Focus (conjuration).

Holy symbol of Pelor

Favored Combat Tactics: In battle, clerics of Pelor focus first on undead enemies, typically beginning with a turn attempt to thin their ranks. Most pursue support or ranged spellcasting roles on the battlefield and usually prepare spells that deal extra damage to undead, such as *searing light* or *sunburst*. Still, they are always ready with a quick *cure* or *restoration* spell to sustain allies.

Most paladins of Pelor wield one-handed weapons and shields and focus on protecting more poorly armored comrades, leaving major damage-dealing to others. They try to goad enemies into attacking them, drawing their attention while allies move into flanking positions. When they have the opportunity, paladins attack undead opponents first.

Favored Adventure Types: A mission to determine the strength of an orc horde would interest Pelor's followers for the sake of rooting out evil, but any of them would leap at a quest to destroy a vampire. Likewise, the Shining Light is always eager to venture into the Underdark. Any quest in the lightless depths is an opportunity to shed Pelor's light on those who have yet to be graced by his presence.

Favored Oaths: In combat, Pelorites frequently exclaim "By the burning light!" or "By the fiery face!" "By the wizened one" is an expression of wonder, and "Pelor's touch" refers to healing magic of any sort.

THE TEMPLE OF TRUE AIM

Only with eternal vigilance can the world be kept safe from those who would destroy it. Too many times in their long history, the elves have seen evil rise—often from within their own ranks—and too often they have suffered at the hands of their enemies. But no more. With neverending vigilance, the Temple of True Aim has kept vigil over the world for uncounted centuries at the behest of Corellon Larethian. It does so for the good of all elves, even if that means keeping an eye on every elf. The enemies of Corellon and his people are so numerous that relaxing your watch for even a moment would let evil again win a foothold in the elven realms.

The Temple of True Aim consists of extremely cautious elves who know the truth of the world. Allies come and go, but enemies are never absent. The church encompasses a vast network of members. Many are clerics, but elves of other classes also want to keep their people safe. Elf rogues wander the streets of enemy nations, seeking to learn whether rumors of war are true. Elf rangers and druids scout the wild mountains, hoping to learn the strength of the current orc chieftain and his plans for conquest. When the vigilant church of Corellon Larethian detects the taint of evil in any elf nation, it strikes without mercy. Whether the enemies are fiends from the Abyss, raiding orcs, or the hated drow, Corellon's followers ply their sure arrows with deadly accuracy. Great heroes of the church earn honorifics among their enemies—a sign of respect strongly tinged with fear.

Illus. by S. Wood

The drow earn special enmity for more than just the ancient schism that divided the elf race. The church teaches that when Corellon cast the drow from the surface, he meant to send them to the Abyss, there to spend the rest of eternity with their dark mistress, Lolth. But Lolth's power and trickery were too strong, so the drow remained on the Material Plane. Thus, killing drow is holy work, because each dark elf soul sent to the Abyss is another step toward completing the work begun by Corellon Larethian so long ago.

Enemies and Allies: The older the race, the more numerous its enemies. The elves have many foes in many nations. But the drow and the orcs are the elves' most hated opponents, both because of actions taken by Corellon Larethian in eons past. Thus, members of the Temple of True Aim dedicate the slaughter of both to the greater glory of their deity, and killing these enemies with a bow is considered especially holy.

Members: Only elves and half-elves can be members of the Temple of True Aim.

Scale: 16 (multicontinental).

Affiliation Score Criteria: Only good-aligned elves and half-elves can advance in rank within the Church of Corellon.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Chaotic alignment	+1
Knowledge (religion) 5 or more ranks	+1
Base attack bonus +5 or higher	+1
Proficient with all martial weapons	+1
Can cast 3rd- or 4th-level spells	+2
Can cast 5th-level or higher spells	+3
Multiple Use	
Overthrows a tyrannical lawful government	+8
Overthrows an evil government	+8
Converts a new member	+1
Slays an evil drow or orc	+1/4 creature's CR
Successfully defends a church or other structure important to the church	+2
Serves as a guardian of the church or a structure important to the church for 1–11 months*	+1
Serves as a guardian of the church or a structure important to the church for 1 year*	+4
Defends a community or group unable to defend itself (if character is good)	+4
Associates with known lawful creatures (such as paladins or monks)	–4
Associates with known evil creatures	–4
Associates with drow or orcs	–20
Fails to defend a structure or item important to the church	–6
Fails in combat	–2
Fails in combat against a drow or orc	–4

* Overlaps for same structure.

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, a member of the Temple of True Aim must spend 24 hours in a grove (or similar natural site) sacred to Corellon. At the end of this time, he must fire a single arrow from a longbow straight into the air. If it comes back down within the confines of the grove, he gains the benefit of his new rank.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–8	**Watcher:** Gain a +2 bonus on Sense Motive checks.
2	9–16	**Keeper:** Once per day as a swift action, ignore armor check penalty, if any, on one skill check.
3	17–23	**First Captain:** Gain a +1 bonus on attack rolls against evil enemies.
4	24–29	**High Captain:** Once per day as an immediate action, gain double the normal bonus when using Combat Expertise or Power Attack. If using a two-handed weapon with Power Attack, gain three times the damage for each –1 on the attack roll.
5	30 or higher	**Arrow of Corellon (Su):** Once per day as an immediate action, add 1/2 your character level to the save DC of a 3rd-level or lower spell that you cast, or as a bonus on a single attack roll and the corresponding damage roll if it hits. (Declare the bonus before resolving the spell or attack.)

ROLEPLAYING APPLICATIONS

Favored Feats: As a general rule, elves prefer to fight with bows, and the followers of Corellon are no exception. Thus, any feats that improve effectiveness with a bow are favorites in the Temple of True Aim. Feats that improve a spellcaster's potency—especially Spell Focus and metamagic feats—are also common.

Favored Combat Tactics: The bow is Corellon's favored weapon, and his mortal worshipers follow his example, whether they use a similar weapon or the magic that comes so naturally to the elven race. A member of the Temple of True Aim typically seeks to strike from ambush, using hit-and-run tactics and engaging in melee only when necessary.

Favored Adventure Types: The Church of Corellon considers the destruction of orcs a sacred calling. Gruumsh and his get are still prime enemies of elves everywhere, and Corellon's clerics frequently send adventuring parties into the mountains or the Underdark to take the fight to the orc hordes. Any mission to hunt drow, or counter the threat they represent, is also a sacred duty to Corellon's followers.

In addition, the Temple of True Aim strives to preserve the elven way of life at any cost. The church knows that conflict can never end, and that some enemy will always attempt to exterminate the elves. Only a preemptive strike before an enemy becomes a real threat can keep Corellon's people safe.

Holy symbol of Corellon Larethian

Favored Oaths: "By the bow!" is a common epithet

Illus. by S. Wood

Illus. by W. England

An elf archer uses his faith to guide his arrows to the hated enemies of his people and his deity

among Corellon's followers. "May your bowstring break!" and "The arrow take your eye!" are curses often heard on the battlefield.

THE TEMPLE OF THE TWINKLING EYE

Life is meaningless unless it can be enjoyed to the fullest, but you can't enjoy it unless you're still alive. Seek out what brings you joy, but be prudent in your pursuits. Caution, a clear head, a good sense of humor about life, and a genuine interest in the world are the most admirable of traits. Recklessness is only for those with nothing to lose.

According to the dogma of the Temple of the Twinkling Eye, the gnomes were born out of their deity's curiosity and his sense of humor. Its priests teach their followers to follow Garl Glittergold's example and learn about the world. They also honor their deity by the acquisition of wealth through their own hard work. Those who exploit others for gain haven't actually earned anything at all, because the used ones should have reaped the rewards of their own labor. Because of this philosophy, the church has no tolerance for slavers or tyrants.

Garl's church also preaches that life is inevitably full of conflict, but combat should be a gnome's last resort. The world is full of creatures larger in stature than they, so Garl's children must use their brains, rather then brawn, to work around an enemy. Conflicts within the community are brought before the local cleric, who settles the debate with some contest of the mind, such as a riddling match, a duel of harmless pranks, or a name-calling contest. The rest of the gnomes act as judges and declare the winner.

A worshiper of Garl Glittergold honors the trickery aspect of his deity primarily by playing tricks and fooling enemies. He is not malicious, nor does he seek to lead another into a harmful situation—except a deserving enemy. Rather, he tries to out-think, charm, or convince his enemies that he is harmless. That way, they will leave him to pursue prosperity, peace, and whatever profession brings about those results.

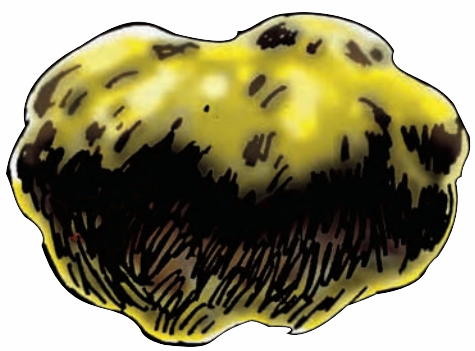
Enemies and Allies: No discussion of the Temple of the Twinkling Eye can be complete without mention of Kurtulmak, the deity of the kobolds. Kurtulmak's spawn are the hereditary enemies of the gnomes, and the only creatures whose destruction Garl's church actively sanctions. Kurtulmak's hatred of the gnome race can never be quenched. The gnomes pity the kobolds for their poor sense of humor and slavish obedience to their own church leaders, but they can keep these everbreeding enemies at bay only through extreme measures. Goblinoids also pose a constant threat; no matter how many times their invasions are rebuffed, these creatures continue to see the gnomes as easy pickings.

Members: As a rule, the Temple of the Twinkling Eye accepts only gnomes as members, though rare exceptions exist.

Scale: 13 (multiregional).

Affiliation Score Criteria: Only gnomes and well-known gnome friends can gain ranks in the Temple of the Twinkling Eye.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Good alignment	+1
Knowledge (religion) 5 or more ranks	+1
Perform 5 or more ranks	+1
Bluff, Disguise, or Hide 5 or more ranks	+1/skill
Can cast 3rd-level or higher illusion spells	+1
Has visited at least one of the Upper Planes	+4
Can cast a spell that increases AC	+1/spell
Can cast a spell that increases at least one saving throw modifier	+1/spell
AC 25 or higher	+1
Multiple Use	
Performs an act of personal sacrifice for the betterment of a gnome community	+1
Converts a new member	+1
Avoids combat by deceiving the foe	+1/4 creature's CR
Exposes the deception of an enemy of the church	+1/4 creature's CR
Slays an enemy of the church that has a CR within 1 of own character level by using only trickery (such as illusion spells, sneak attacks, and so on)	+1/4 creature's CR
Slays an enemy of the church that has a CR equal to own character level +3 or more by using only trickery	+1/2 creature's CR
Saves the life of a church member who has an affiliation score of 21 or higher	+3
Catches an enemy of the church off guard and defeats it through superior preparation	+1/4 creature's CR
Catches a kobold off guard and defeats it through superior preparation	+1/2 creature's CR
Defends a community or group unable to defend itself (if character is good)	+4
Razes the stronghold of a kobold enemy	+8
Razes a kobold stronghold while the inhabitants are unprepared or through superior preparation	+10
Humiliates an enemy through superior tactics and skill	+2
Caught stealing from or deceiving the church	–8
Performs an overtly evil act	–4
Associates with known evil creatures	–4
Associates with fiendish creatures	–8
Fails to defend a structure or item important to the church	–6



Holy symbol of Garl Glittergold

Illus. by S. Wood

Titles, Benefits, and Duties: To gain a new rank and its associated benefit, a member of the Temple of the Twinkling Eye must win a battle of wits within the walls of Garl Glittergold's church.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Master of Names:** Gain a +2 bonus on Diplomacy checks made to avoid combat.
2	13–18	**Master of Riddles:** Gain a +1 bonus on one kind of saving throw. Choose Fortitude, Reflex, or Will. Once made, this choice cannot be changed.
3	19–29	**Master of Pranks:** Once per day, make a single Bluff or Diplomacy check as a move action without penalty.
4	30 or higher	**Master of Illusion:** Once per day, make a Bluff check as a full-round action to convince an enemy you are no longer a threat. If you are successful, the creature moves to attack another target. That enemy is considered flat-footed if you make an attack against it on your next turn.

ROLEPLAYING APPLICATIONS

Favored Feats: Members of the Temple of the Twinkling Eye prefer feats that improve their defensive capabilities. Dodge, Mobility, and Combat Expertise are all favorites, as is Spring Attack. Only those who are trained for close combat wear heavier armor, accepting the speed limitations it entails. Most members of the church prefer Point Blank Shot and other archery-related feats to those that enhance close combat. Improved Feint is also a favorite for members who can deal sneak attack damage.

Favored Combat Tactics: The primary combat philosophy of the Temple of the Twinkling Eye is to know the enemy, know its numbers, know the terrain, and take advantage of that knowledge. A member of the church who enters combat unprepared might as well take off his armor, drop his sword, lie down, and wait for an enemy to strike. Ranks in Gather Information and Knowledge might be as important to a member's combat repertoire as any weapon proficiency, feat, or readied spell.

Favored Adventure Types: A member of Garl's church takes any opportunity to destroy kobolds, especially if he can humiliate them first. A gnome who "counts coup" in this way shows he truly understands the value of brain over brawn. Kobold temples to Kurtulmak are filled with the skulls of dead gnomes. The Temple of the Twinkling Eye sends its followers to raid such temples, retrieve the skulls, and give them proper burial. Pulling such a mission off successfully is a tremendous achievement.

Favored Oaths: "By His glittering eye!" and "May the nugget strike you dead where you stand!" are typical oaths uttered by Garl Glittergold's followers in battle. "By the tongue of gold!" is an expression of wonder.

THE DARK CHURCHES

The evil deities of the world remain hidden for the most part, pursuing their own dark agendas, but their mere names inspire dread in the hearts of common folk everywhere. Playing a character devoted to one of these churches can be difficult in a party of self-styled heroes, but it is possible. By focusing on the less gruesome or morbid aspects of your church's doctrine and your deity's portfolio, you can play an interesting character, torn between dedication to a church most scorned and a desire to prove that one doesn't have to be evil to serve one of these dark deities.

ERYTHNUL: THE TEMPLE OF CARNAGE

Because its patron revels in absolute slaughter, the Church of Erythnul has the fewest non-evil members of all the dark faiths. No civilized land wants a sect of mass murderers nearby. Most followers of Erythnul kill without thinking, believing that each soul they release from its mortal coil fuels the power of their deity. Many are also utterly insane.

The Temple of Carnage's few non-evil members are chaotic neutral. These individuals see the practicality of leaving no foe standing. They might take prisoners if doing so serves some purpose, but they never leave survivors for long. They take great joy in battle, but they believe that slaughter should come only to those who invite it. In fact, they are convinced that releasing the souls of noncombatants actually angers the deity. From their point of view, those who do not live by the sword are beneath notice and therefore unworthy of destruction.

GRUUMSH: THE FURY OF THE EYE

Only orcs and half-orcs worship Gruumsh. But even though He-Who-Never-Sleeps is a wrathful deity, his worshipers include many non-evil individuals. Gruumsh's church teaches that when the orcs have grown powerful enough, One-Eye will descend to the world and lead them on a savage tour of conquest.

The non-evil members of Gruumsh's church are all chaotic neutral. Such individuals believe in the supremacy of the orc race, and that orcs are destined to triumph over their enemies one day. But they also believe that death should be reserved only for true enemies of the church—especially dwarves and elves.

Gruumsh's chaotic neutral followers don't share their fellows' absolute fervor for the annihilation of all other races. In fact, they believe that most other humanoids have some purpose—even if that purpose is serving the Fury of the Eye. However, the non-evil followers of Gruumsh do revel in battle—especially against challenging foes—and they shout praises to their deity while they lay waste to their enemies. Weaker foes are deemed unworthy of attention unless they prove to be a nuisance, in which case they are destroyed mercilessly.

HEXTOR: THE FIST OF TYRANNY

The Church of Hextor took its name to mock its patron's good-aligned brother. The Fist of Tyranny seeks to rule the world with an iron gauntlet in Hextor's name, bringing order and sowing fear wherever its members pass.

A few lawful neutral members of the church, however, believe that the law of Hextor is harsh, but fair. Because Hextor's law doesn't discriminate, every law-abiding citizen has an equal opportunity to prosper in lands ruled by his church. The Fist of Tyranny brings peace to conquered areas, eliminates crime, and protects citizens by providing a strong military presence. Indeed, it brings stability and more to those who bend their knees to Hextor.

A lawful neutral member of the church doesn't share all the beliefs held by the Fist of Tyranny. He believes in punishing those who violate the church's laws, but not without a fair trial. Hextor's church frequently sends dark-cloaked minions to deal with its enemies in the dead of night, spiriting them away never to be seen again. But a non-evil Hextorite would rather see such enemies brought before the public to be accused and tried openly. Hextor's justice is absolute, and all members of his church live and die by its truth.

NERULL: THE FANE OF THE SKULL

The Church of Nerull is accepted in even fewer places than that of Hextor because its members worship the Lord of Death with a cold, haunting fervor. The typical follower of Nerull believes that when all living creatures have passed from this world, Nerull will have ultimate power and reward his most loyal minions with eternal unlife.

Non-evil members of the Fane of the Skull are typically neutral. Such individuals believe that death is to be embraced rather than feared. It is merely another state of being, as is undeath. All forms of existence are equally viable, and all provide valuable insights into the workings of the multiverse.

Such church members don't hold to the more widespread doctrine that all undead serve Nerull's greater plan but believe that such creatures should be limited. They feel that the church is too eager to add to the ranks of undead by killing, and that true worship of Nerull involves studying death for his greater glory. Only after full understanding of death is achieved will the world be in perfect balance.

VECNA: THE HALLS OF SECRETS

The Church of Vecna is nearly equally split between evil and non-evil members. Many spellcasters pray to the Maimed Lord when they make a new discovery that could be of great value, hoping to keep their knowledge safe until they can make a fortune from a timely exposure.

All members of the Halls of Secrets believe that knowledge in the wrong hands should be removed to the safekeeping of the church through any means necessary. Knowledge is too powerful and too dangerous to be left with the uninitiated. It must be guarded carefully by those with the ability to protect it and understand it fully—namely themselves.

Non-evil members are typically neutral. They share the same hunger for knowledge and power as the rest, but they are less violent in its acquisition. Such members are also more likely to share what they have learned with those they trust, such as other members of the church (on rare

Illus. by F. Hooper

Some followers of Nerull do not share their patron's penchant for evil

occasions), or people with whom they have close bonds. But even they believe that knowledge must be protected from those who do not understand or appreciation its importance—a category that includes nearly everyone else in the world.

CREATING D&D CHURCHES

Since not all divine characters worship deities from the D&D pantheon (and some do not worship any deities at all), you might wish to create your own D&D churches, or model affiliation rules for churches in another campaign setting. The following domain descriptions can be used for that purpose. Players and DMs should work together to design the specific feel and structure of any churches needed, using the domains most appropriate to the deity or belief.

Some of the affiliation criteria in this section might be mutually exclusive with those of other domains, or even internally contradictory (depending on what aspect of that domain is being emphasized). Such exclusions are intentional but need not prevent desired pairings. In fact, you don't have to adopt every criterion in a domain description to make a successful and interesting church model. For example, if you wanted to create a church using the Animal, Death, and Destruction domains, you might not choose as a criterion "protect the resources of you or your pack (adventuring party)," since you've defined ferocity and killing as key tenets of that religion. Use the following domain descriptions, criteria, and benefits as starting points for your own inspiration, and work from there.

DOMAIN AFFILIATIONS

The cleric domains of the Dungeons & Dragons game are more than just lists of spells and powerful granted abilities. Each deity of the core pantheon embodies the philosophical concepts of the domains around which it bases its power in addition to granting access to powerful magic through them.

In this section, each domain is presented as a basis for creating affiliations like those detailed in the previous pages. Some affiliations have membership restrictions, set out under affiliation score criteria, but most are broad-reaching philosophies. If you're running a home campaign and don't want to use the deities from the *Player's Handbook*, you can create your own by choosing from the domain entries that follow, then using the affiliation tables provided to come up with church affiliation rules for your new deity. Not every affiliation criterion from a domain needs to be selected for a deity with that domain. Just choose the criteria that match your deity's concept, then do the same for the affiliation benefits. You could also add a specific

criterion or two that is unique to your deity, and perhaps even a specific benefit. Alternatively, the deities of your world might be much more focused than those in the D&D pantheon, with each devoted to only one philosophical concept. In such a case, you could use each domain as its own "church," treating it as a religious affiliation like those described earlier.

If you use the core D&D pantheon in your home game, the material provided here expands on each domain as a philosophy. You can substitute different criteria and benefits from the domain affiliation tables for those in the churches' tables if you want to create a different sect for one of the core deities, or if the church affiliation presented for a given deity doesn't match your concept.

AIR DOMAIN

The wind moves unhindered throughout the world. It touches all but can never be touched. Air embodies both life (living creatures need it to survive) and death (in the form of destructive winds). By becoming one with the air, you can take flight and experience life as you were meant to do—in complete freedom.

Deities who grant access to the Air domain embody balance and freedom. Such deities are rarely lawful, but some portion of an air god's alignment (as is that of any elemental patron) is almost always neutral. Air represents the purest form of existence: It sees the whole world, travels on a whim, and can never be entirely contained. Yet when its power is harnessed, it becomes a potent force.

Churches dedicated to air deities preach that no creature can constrain another, and that freedom is meaningful only if it is absolute. The wind seems fickle and unpredictable only to those who don't understand it. In truth, it offers the ultimate equality. Air simply is.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (nature) 5 or more ranks	+1
Knowledge (religion) 5 or more ranks	+1
Is capable of flight	+3
Has a neutral alignment component (if the deity has one)	+1
Can cast arcane or divine spells that have the air descriptor	+1
Has visited the Elemental Plane of Air at least once	+2
Lacks a neutral alignment component (if the deity has one)	–4
Multiple Use	
Frees someone from captivity or slavery	+4
Lives in a plain, mountainous region, or other windy area for at least 1 year	+1/year
Travels more than 100 miles in a week	+2/year
Humiliates or defeats a follower of earth	+1
Casts a spell that has the earth descriptor	–1
Knowingly associates with creatures of the earth subtype	–2
Imprisons or enslaves another creature	–8

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Wind Traveler:** Gain a +1 bonus on saves against earth spells and effects, and a +1 bonus to AC against attacks from earth creatures.
2	13–22	**Wind Runner:** Once per day as a swift action, gain a +5-foot bonus to speed (all movement modes, even those granted by a spell or special ability) for 1 minute.
3	23–29	**Soaring Gust (Sp):** As a standard action use *fly*, as the spell, for up to 10 rounds per day (duration need not be consecutive, caster level equals your character level).
4	30 or higher	**Breath of the Hurricane (Sp):** Once per day as a standard action, use *overland flight*, as the spell (caster level equals your character level)

ANIMAL DOMAIN

As the domains of humans, elves, and dwarves spread both above and beneath the ground, the beasts of the earth have endured. Whether in the sacred, quiet parts of the world, or just outside civilization's back door, the fierce, proud animals have adapted and seek a way to survive. They are your kindred, and it is your duty to render them whatever aid you can in their struggle.

A deity with the Animal domain does not discriminate between good and evil, or between law and chaos. Survival is far more important than such civilized concepts. Such deities are fiercely protective of their territory. The basic requirements of life—food, water, shelter, and companionship—are worth fighting and dying for.

The dogma of the churches devoted to these deities tends to be simple. Their clergy preaches that the bare essentials of life are more important than any other trappings. However, as humanoids, representatives of these churches have more resources at their disposal than normal animals do. Thus, they often provide shelter and food for roaming packs of dogs, sewer rats, and other animals that have managed to carve their own niches out of an urban environment. Animals in the wild are seen as allies in a mutual struggle for survival, but the church does not provide for their needs as often. "Survival of the fittest" is a precept more appropriate to the wilds of nature than to the dangers of civilization.

Churches devoted to deities with the Animal domain are typically little more than shrines. For the most part, they exist in out-of-the-way places or temporary shelters, although they occur almost as frequently in cities as in the wilderness.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (nature) 5 or more ranks	+1
Handle Animal 5 or more ranks	+1
Has an animal companion	+2
Can cast *summon nature's ally* spells	+1
Lacks at least 1 rank in Handle Animal	–2
Lacks at least 1 rank in Knowledge (nature)	–2

Multiple Use	
Destroys a sign of civilization encroaching on an animal habitat (such as a lumber camp)	+4
Protects own resources and those of the pack (adventuring party)	+1
Converts a new member	+1
Creates a shelter for animals in an urban area	+4
Donates money for the protection of less fortunate animals	+1/1,000 gp
Frees animals that are used as forced labor	+1
Frees animals that are abused or mistreated	+2
Contributes to the mistreatment of animals	–10
Lives in urban environment for more than half a year	–2
Sells one or more animals	–4

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–13	**Beast Adept:** Gain a +2 bonus on Handle Animal checks.
2	14–19	**Beast Friend (Su):** Once per day as a standard action, grant an animal companion, an animal summoned with a *summon nature's ally* spell, or a *dominated* animal temporary hit points equal to your character level for 1 minute.
3	20–24	**Beast Heart:** Gain a +4 bonus on checks made to resist bull rush, trip, or overrun attacks.
4	25–29	**Beast Soul (Sp):** Once per day as a swift action, use *summon nature's ally,* as the spell, of a level normally available to you, provided that you use it to summon an animal.
5	30 or higher	**Beast Master (Sp):** Once per day as a standard action, use *bull's strength, bear's endurance,* or *cat's grace,* as the spell (your choice each day; caster level equals your character level).

CHAOS DOMAIN

The world was spawned from the formless void, and all that mortals see and experience is temporary. Life, death, and all other states of being are transitory. One day, the world will return to the absolute chaos that existed at the beginning of time. No one except you can prevent you from enjoying this temporary existence, and since you likely won't remember this time after you've gone on to another, you should live to the fullest. Rules are for those without the inner strength to make their own paths, so seize whatever gives you joy and don't worry about the consequences.

A deity of chaos believes that the laws binding the world exist only to give comfort to those who cannot see the beauty of utter abandon. Rules only prevent an individual from fully experiencing whatever life brings, so they should be ignored or, at worst, tolerated. Chaotic good doctrine teaches that life should be lived joyfully, in the "now." Chaotic evil churches, on the other hand, teach that mortals should take what they can while they can and not allow others to dictate their behavior. Churches of the deities who seek to balance these two philosophies, such as the chaotic neutral Olidammara, teach a more pragmatic view. People can take what they like, as long as they are willing to accept the consequences.

Affiliation Score Criteria: Only chaotic-aligned creatures can gain rank within a chaos church. If your alignment ever changes to one that is no longer chaotic, you lose your affiliation with this church.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Has visited Limbo at least once	+4
Multiple Use	
Secretly breaks an unjust law (if character is not evil)	+1
Openly breaks an unjust law (if character is not evil)	+3
Secretly breaks any law (if character is not good)	+1
Openly breaks any law (if character is not good)	+3
Humiliates a law enforcement officer	+1
Razes the stronghold of a tyrannical lawful regime	+8
Overthrows a tyrannical lawful government	+15
Fails in combat against a lawful enemy	–4
Acts in an overtly lawful manner (upholding laws at the expense of personal freedom)	–4
Knowingly associates with lawful creatures	–4
Knowingly associates with devils	–8 (if good) or –4 (if evil)

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Individualist:** Gain a +2 bonus on Diplomacy checks made to influence people oppressed by the law or to foment an uprising against a lawful authority.
2	13–21	**Renegade:** Gain a +1 bonus on saves against lawful spells and effects.
3	22–29	**Revolutionary:** Gain a +1 bonus on attack rolls against lawful enemies.
4	30 or higher	**Anarchist (Su):** Once per day as an immediate action, you can randomly redirect a spell targeting you to another target. The new target mustbe legal and within range, line of effect, and line of sight of the original caster.

DEATH DOMAIN

The finality of death is eternal. Life is but an interim state of existence, teaching mortals to appreciate the strength of death and its invincibility. Nothing is certain except that life always, eventually, succumbs to death. Revel in that certainty. Plumb the secrets of death, and embrace it when it comes for you.

A death deity embodies the concept of death as the ultimate power. The only feature all living creatures have in common is that someday death will claim them all. One deity of death might hasten the flow of souls from life to death, while another sees the transition as an impersonal process.

The churches of light and life differ in their appreciation of living creatures, and so do the churches of death deities in their veneration of the eternal mystery. All such religions teach that death is, if not desirable, at least to be viewed without trepidation. Some churches of death believe that life is a disease, and that only when "cured" of this malady can one come to know ultimate strength. Such groups revel in the slaughter of all living beings and include more undead than living members. Other churches, including the Ruby Temple of Wee Jas, preach that death should be understood and not feared. These groups believe that a creature's predestined

time of death is not to be interfered with. Still other churches believe that the transition from life to death releases great power that can be harnessed for some purpose.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (religion) 5 or more ranks	+1
Maintains a CR 1–10 undead minion for at least 1 month	+1
Maintains a CR 11+ undead minion for at least 1 month	+2
Can spontaneously cast 3rd-level or higher *inflict* spells	+1
Can cast 5th-level or higher necromancy spells	+2
Can cast *animate dead*	+1
Can cast *create undead*	+2
Can cast *create greater undead*	+3
Can cast a spell that kills a creature outright, not through damage (such as *finger of death* or *slay living*)	+1
Has been undead but is now alive	+1
Is currently undead	+2
Maintains a shrine honoring the dead for 1–51 weeks (if character is non-evil)*	+1
Maintains a shrine honoring the dead for one year (if character is non-evil)*	+10
* Overlaps for same shrine.	
Multiple Use	
Kills ten or more living creatures within 1 day (if character is evil)	+1
Aids the uneducated masses in the understanding of death (if character is non-evil)	+1
Converts a new member	+1
Makes a new discovery about the nature of death or dying	+2
Does not bring a dead creature back to life, despite having the power to do so	+2
Associates with followers of a deity of life or healing (such as Ehlonna or Pelor)	–2
Casts *raise dead, resurrection,* or a similar spell	–4

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–10	**Novitiate:** Gain a +2 bonus on Knowledge (religion) checks made regarding undead.
2	11–17	**Adept:** Gain a +2 bonus on turn or rebuke undead checks.
3	18–24 (non-evil)	**Grave Guardian:** Gain a +1 bonus on saves against the spells and abilities of undead creatures.
3	18–24 (evil)	**Grave Guardian (Su):** Once per day as a standard action, grant an allied undead creature within 30 ft. a +1 bonus on attack and damage rolls for 1 minute.
4	25-29	**Death Warden:** Effective caster level for spells that have the death descriptor increases by 1.
5	30 or higher	**Master Necromancer (Su):** Once per day as a full round action, attempt a turn or rebuke undead check with a +4 bonus. If the check is successful, the creature is instantly destroyed.
5	30 or higher	**Master Necromancer (Su):** If undead,gain turn resistance +4,or increase exiting turn resistance by +4.

DESTRUCTION DOMAIN

The righteous stand to gain great power in this world and the next, but the faithless deserve utter destruction. Those worthy of salvation will be absolved; the unworthy will find no solace from you.

A deity with the Destruction domain has no patience for disbelievers—or worse yet, heretics. Such deities are absolute in their judgment, whether their decisions are reached in haste or after deliberation. Destruction is not simple death—it is obliteration, often spiritual as well as physical. Some deities decree that only certain individuals or groups are deserve such punishment, but many endorse a policy of annihilation for adversaries in any sort of conflict. Whatever their motives, these churches all teach that their mission is not complete unless their enemies' deaths are irreversible.

A church dedicated to a deity of destruction teaches that enemies should be given no quarter. Any creature it identifies as a foe is marked for obliteration. Adherents of these religions rarely take prisoners unless doing so furthers the cause of the church. (Few churches with any sort of power base are ever foolish enough to destroy a potential resource.) Churches of destruction deities view the use of such absolute force either as a brutal necessity or as a glorious celebration of their faith.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Base attack bonus +5 or higher	+1
Knowledge (religion) 5 or more ranks	+1
Can cast *disintegrate* or *destruction*	+2
Can cast 5th-level or higher spells	+2
Possesses ranks in a Craft skill	–2
Multiple Use	
Razes a stronghold of an enemy of the church	+8
Destroys an enemy so thoroughly that it can't be brought back from the dead	+10
Kills an enemy with a successful critical hit	+2
Kills an enemy with a single blow, taking it from full health to 0 or fewer hp	+1
Destroys any item considered a threat to the church	+2
Sunders an enemy's weapon and destroys it in one blow	+1

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–9	**Wrecker:** Gain a +2 bonus on opposed attack rolls made to sunder objects.
2	10–20	**Reaver:** Gain a +1 sacred bonus on Fortitude saves.
3	21–26	**Destroyer:** Once per day as an immediate action, deal extra damage equal to your character level for one melee attack.
4	27–29	**Eradicator:** Effective caster level for *inflict* spells or *harm* increases by 1.
5	30 or higher	**Annihilator (Sp):** Once per day as a standard action, create a localized tremor that mimics the *earthquake* spell (CL 15th) in a 10-ft. radius centered on you. (You are unaffected.)

Illus. by W. England

A follower of a deity of destruction shows no mercy to its enemies

EARTH DOMAIN

The air passes over and the water through, but the earth endures. Kingdoms and civilizations rise and fall, but the mountain still stands. To wear a mountain down takes eons, yet in time, another will rise to take its place. Like the mountains, you stand tall and strong, drawing your power from the earth beneath your feet.

The first creatures of the world were created from the earth. In the D&D pantheon, Moradin the Soul Forger crafted the first races from the living stone around his forge. Deities of earth are patient beings, willing to wait for millennia to see their goals fulfilled. Like those of other elements, they often have a neutral alignment component. They are strong and deliberate and do not make up their minds quickly, but once they have come to a decision, they are as endlessly stubborn as any stone. They are slow to anger, but once their ire is roused, their retribution is as fierce and sudden as an earthquake.

A church of an earth deity preaches that earth is the preeminent element, and that it is the source of all strength and all life. It carries the water, absorbs the wind, and is unharmed by fire. Such groups teach that the earth was the first creation brought forth from the void that preceded creation, and that it will exist long after the races of humans, elves, and even dwarves have passed from the world. The followers of earth deities also believe that complete peace comes only from emulating the soil and stone. Patience, solidity, and resilience are valued highly in such organizations.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (nature) 5 or more ranks	+1
Knowledge (religion) 5 or more ranks	+1
Has a burrow speed	+4
Has a neutral alignment component (if the deity has one)	+1
Can cast arcane or divine spells that have the earth descriptor	+1
Has visited the Elemental Plane of Earth at least once	+2
Lacks a neutral alignment component (if the deity has one)	–4
Multiple Use	
Remains within the same 10-sq.-mile area for 1 year	+2
Explores a new underground or mountainous area	+2
Lives in a mountainous region or underground for at least 1 year	+1/year
Humiliates or defeats a follower of air	+1
Holds a position in battle against odds of two to one or worse	+2
Successfully defends an item or structure important to the church	+4
Casts a spell that has the air descriptor	–1
Knowingly associates with creatures of the air subtype	–2
Fails to defend an item or structure important to the church	–8

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Earth Walker:** Gain a +1 bonus on saves against air spells and effects and a +1 bonus to AC against air creatures.
2	13–22	**Strength of Stone:** Gain a +4 bonus on checks made to resist bull rush, trip, or overrun attacks.
3	23–29	**Mighty Avalanche (Su):** As a santadar action, once per day, gain a +2 bonus to Strength and Constitution for 1 minute as long as your feet touch the ground.
4	30 or higher	**Feet of the Mountain (Su):** Gain a burrow speed of 20 feet for 10 rounds per day (duration need not be consecutive).

EVIL DOMAIN

Concern for others is for the weak. Other creatures exist to be used, exploited, or disposed of in any way that advances your own agenda. Evil acts are an expedient means to some end—even if that end is no more than glory in the acts themselves. The tyrant, the sociopath, and the egocentric are all archetypes of evil who advance their own goals through evil acts.

Deities of evil have no compassion, not even for their own followers. They grant divine power because doing so furthers their own ends, be they calculated or utterly mad. Mortals are tools to advance their agendas or to be sacrificed for some desired purpose—usually more power.

Churches of evil deities vary wildly in their agendas, which manifest in the way their adherents pursue the deities' goals. Merely thinking evil thoughts does not necessarily make a person evil; acting on those thoughts is what defines an evil alignment. The priests of evil churches exhort their congregations to seize any opportunity to commit acts of depravity or exploit other creatures for gain.

Affiliation Score Criteria: Only evil-aligned creatures can gain rank within an evil church. If your alignment ever changes to one that is not evil, you lose your affiliation with this church.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Furthers the church's cause through evil acts	+2
Creates opportunities to pursue an evil agenda	+1
Creates opportunities to pursue an evil agenda in a strongly good-aligned area (such as a city run by paladins)	+3
Has visited an infernal plane at least once	+4
Multiple Use	
Performs an overtly evil act in a meaningful/dangerous situation	+1
Openly thwarts a good-aligned enemy	+2
Slays a creature with the good subtype	+1/4 creature's CR
Razes the stronghold of a good-aligned regime	+8
Overthrows a good-aligned government	+15
Fails in combat against a good-aligned enemy	–4
Performs an overtly good act	–4
Knowingly associates with good-aligned creatures	–4
Knowingly associates with celestial creatures	–8

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Scoundrel:** Gain a +2 bonus on Intimidate checks against creatures whose character level are below your.
2	13–21	**Villain:** Gain a +1 bonus on saves against good spells and effects
3	22–29	**Fiend:** Gain a +1 bonus on attack rolls against good-aligned enemies.
4	30 or higher	**Paragon of Villainy (Su):** As a standard action, once per day, gain an aspect of evil for 1 round/ character level. Each good-aligned creature that moves within 5 feet of you must succeed on a Will save or become stricken with fear as the *fear* spell (DC 14 + your Cha modifier; CL equals your character level).

FIRE DOMAIN

Nothing can withstand the heat of the inferno. The greatest glory of all is in the flames consuming all in their path. Even steadfast earth and water become tools to do the bidding of eternal fire. Air serves only to fuel the flames.

The deities of fire are always hungry. Whatever causes they espouse or goals they aspire to, they pursue their agendas with unpredictable abandon. Even when they seem beaten, they can lie in wait, smoldering, until the time is right for their flames to leap up once more. Fire deities are passionate, moody, and given to fits of temper, and they are more likely to indulge in carnal pleasures than most others. Like other elemental deities, they typically have at least one neutral alignment component.

A church dedicated to the worship of a fire deity typically engages in impassioned proselytizing; its adherents stand on street corners and harangue passersby to worship their lord. Fire churches have active missionary movements, sending hardy clerics into the wild reaches of the world in search of converts. The heady mix of impassioned sermons and gaudy shows of power (usually casting impressive spells such as *flame strike*) make them popular even among more savage humanoid tribes, as does their habit of encouraging parishioners to give in to the whims of the flesh. Most fire churches are also distinctly warlike, and many active priests have levels of barbarian as well as cleric. Slights to their members or their deities are not tolerated.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (nature) 5 or more ranks	+1
Knowledge (religion) 5 or more ranks	+1
Has innate resistance to fire	+2
Has innate immunity to fire	+4
Has a neutral alignment component (if the deity has one)	+1
Can cast arcane or divine spells that have the fire descriptor	+1
Has visited the Elemental Plane of Fire at least once	+2
Lacks a neutral alignment component (if the deity has one)	–4

Multiple Use	
Serves as a missionary in an inhospitable region for at least 1 month	+2
Converts a new member	+1
Explores a new volcanic or fiery area	+2
Razes an enemy structure to the ground using fire	+1
Deals 30–99 points of fire damage with a single spell	+1
Deals 100 or more points of fire damage with a single spell	+5
Lives in a volcanic region for at least 1 year	+1/year
Humiliates or defeats a follower of water	+1
Successfully defends an item or structure important to the church	+4
Casts a spell that has the water descriptor	–1
Knowingly associates with creatures of the water subtype	–2
Refuses a missionary assignment	–4
Fails to attack an enemy of the church, given an opportunity	–8

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Fire Walker:** Gain a +1 bonus on saves against water spells and effects, and a +1 bonus to AC against water creatures.
2	13–22	**Scorching Ember:** Gain a +1 bonus on initiative checks.
3	23–29	**Roaring Conflagration (Su):** As a standard action, gain resistance 10 to fire for 2 minutes per day or increase existing resistance to fire by 10 for 2 minutes per day (duration need not be consecutive).
4	30 or higher	**Raging Inferno (Su):** Once per day as a standard action, any weapon you wield (melee or ranged) deals an extra 1d6 points of fire damage for 1 round/character level.

GOOD DOMAIN

Life is a struggle, and no one can endure its hardships entirely alone. But altruism does not always come naturally. Doing for others means sacrifice—sometimes the ultimate sacrifice of your own life. But you know that your selflessness and charitable nature will be rewarded in the next life, when your spirit merges with divine purity. The benevolent and just ruler, the altruistic missionary, and the freedom fighter are all followers of good, each pursuing the path to purity in a different manner, and each seeking to redeem the souls of the lost.

The deities of good endorse a philosophy that doing for others is more important than doing for oneself. Such deities are kind, caring, and actively interested in the welfare of their mortal followers. The souls of mortals are treasures, not avenues to power (although even a good deity wouldn't decline power gained through pure means). Self-denial is often a cornerstone of the belief structure for these deities' churches. Some hold that a mortal cannot truly learn the meaning of goodness without experiencing the ultimate sacrifice. Like true evil, true goodness is composed of both intent and action. It is not enough to harbor kind thoughts in your heart; they must be expressed as deeds.

Churches of good are likely to be engaged in missionary work. Souls turned to evil or apathy must be aided in any way—even by destroying their mortal forms if necessary. All churches of good openly preach messages of redemption, but some take a stiffer stance than others on how such redemption should be delivered. Some teach that certain kinds of evil creatures are irredeemable and must be destroyed. Others hold that even the most despicable souls, such as those of fiends, can be saved by a heart of absolute purity (possibly requiring a great deal of time). All good churches are intolerant of sin, though their definitions of sin vary wildly. According to most doctrines, perfect purity can be achieved only through a lifetime of experience—and even then, most fall short of ultimate glory.

Affiliation Score Criteria: Only good-aligned creatures can gain rank within a good church. If your alignment ever changes to one that is not good, you lose your affiliation with this church.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Furthers the church's cause through good acts	+2
Has visited a celestial plane at least once	+4
Multiple Use	
Performs an act of personal sacrifice	+1
Openly thwarts an evil enemy	+2
Aids the less fortunate with personal funds	+1/500 gp expended
Converts a new member	+1
Slays an evil creature	+1/4 creature's CR
Establishes an organization dedicated to acts of good (such as a poorhouse or orphanage)	+4
Works to undermine an evil government	+2
Gives up own life for that of another	+8
Overthrows an evil-aligned government	+8
Overthrows an evil-aligned government and installs a good government in its place	+15
Fails in combat against an evil-aligned enemy	–4
Performs an overtly evil act	–4
Knowingly associates with evil-aligned creatures	–4
Knowingly associates with fiendish creatures	–8

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Samaritan:** Gain a +2 bonus on Diplomacy checks made to avoid combat.
2	13–21	**Humanitarian:** Gain a +1 bonus on saves against evil spells and effects
3	22-29	**Altruist:** Gain a +1 bonus on attack rolls against evil-aligned enemies
4	30 or higher	**Saint (Su):** Once per day as a standard action, confoundnd an evil foe within 5 feet with the power of good, forcing it to make a Will save (DC 10 + your character level + your Cha modifier) or be unable to take an attack or spell-casting action on its next turn.

HEALING DOMAIN

Life is more valuable than anything else in the multiverse. It is a rare and precious gift, and preserving it is the highest

Illus. by H. Lyon

Clerics of healing value life above all else, and they find undead to be an abomination in the eyes of their deity

calling to which one can aspire. Those who cheat life and pursue a path of death (or worse, undeath) are fools who bring only pain and misfortune to the world. By preserving life and health, you take a stand against death and heal some of the world's ills.

Deities of the healing arts try to alleviate suffering and pain and value life, in all its forms, above all else. Such deities are nearly always good, although those who espouse the practice of medicine as a purely scientific pursuit might be neutral. But even good-aligned healing deities discourage their followers from withholding aid even from a creature with the blackest of souls. Only creatures that spurn life are without hope of redemption, and worshipers of healing deities use *cure* spells to guide them to a peaceful afterlife.

The church of a healing deity is likely to found adjunct hospitals or schools of medicine. Some such churches practice only divine healing, while others teach that sustaining and aiding life can follow many paths, including the use of alchemy or natural remedies.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Heal 5–9 ranks	+1
Heal 10 or more ranks	+2
Can spontaneously cast 3rd- or 4th-level *cure* spells	+1
Can spontaneously cast 5th-level or higher *cure* spells	+2
Can cast *heal*	+3
Serves in a hospital without compensation of any kind for at least 1 month	+2
Multiple Use	
Discovers a new natural remedy that heals or removes a debilitating condition	+1
Heals more than 50 points of damage with a single *cure* spell	+1
Converts a new member	+1
Uses the Heal skill to stabilize a dying creature	+1
Brings a dead creature back to life with *raise dead* or similar magic	+2
Founds a hospital or organization dedicated to the healing arts	+6
Destroys a CR 8+ undead creature	+1/4 creature's CR
Casts a spell that has the death descriptor	–2
Refuses healing to a living creature when providing it is feasible	–4
Associates with known followers of a deity devoted to death	–4
Takes the life of another creature without cause	–10

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–10	**Novitiate:** Gain a +2 bonus on Heal checks made to stabilize a dying creature.
2	11–17	**Healer:** Gain a +2 bonus on turning checks.
3	18–24	**Bastion of Health:** Gain a +1 bonus on saves against the spells and abilities of undead creatures.
4	25–29	**High Physician:** Effective caster level for healing spells increases by 1.
5	30 or higher	**Master Physician:** Once per day as a standard action, cast a *cure* spell as a ranged touch spell with a range of 30 feet.

KNOWLEDGE DOMAIN

Knowledge truly is power. Understanding an enemy's weakness can turn defeat into victory, and the right piece of information can open any door. Wizards and their ilk embrace learning as a path to might, but arcane lore is only one aspect of knowledge. With absolute, untainted certainty, you can make the impossible possible.

Deities of knowledge seek it in any form: information about their foes, about their allies, and about the nature of the multiverse. All deities of knowledge share a healthy respect for the unknown and an insatiable curiosity, and they pursue knowledge without concern about its potential for good or evil. They differ only in their motives. Some covet lore and seek to conceal it from others, using it to further their own agendas. Others seek to pass knowledge along, so that all might share in the benefits of their discoveries.

A church devoted to a deity of knowledge follows its patron's desires when gathering, cataloguing, and disseminating information. Such churches instill the hunger for learning in their parishioners, and many start schools for basic or advanced instruction. Their clerics share their patrons' hunger for knowledge. Some choose to obtain it through adventuring, seeking out lost temples or ancient ruins to learn the secrets of the past. Others hire spies to ferret out secrets that they can use to increase their personal power.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (any) 5–9 ranks	+1/skill
Knowledge (any) 10 or more ranks	+2/skill
Skill Focus (Knowledge [any])	+1
Can cast 3rd- or 4th-level divination spells	+2
Can cast 5th-level or higher divination spells	+3
Has at least one level in the loremaster class	+1
Has at least one level in the wizard class	+1
Is illiterate	–4
Lacks ranks in any Knowledge skill	–2
Multiple Use	
Turns the tide of a battle by identifying an enemy creature's weakness with a Knowledge check	+1
Teaches at a church-sponsored school for at least 1 month*	+1
Teaches at a church-sponsored school for at least 1 year*	+2
Helps found a church-sponsored school	+4
Recovers an ancient, previously lost piece of knowledge	+2
Recovers an ancient, previously lost piece of knowledge on another plane	+4
Discovers a new creature and identifies at least two of its special attacks or qualities	+1
Converts a new member	+1
Donates recovered new knowledge to the church	+2
Prevents the destruction of knowledge	+2
Willingly destroys a book	–2
Knowingly associates with an organization that destroys sources of knowledge	–4
Destroys a place of learning	–10
Steals knowledge from the church	–10

* Overlaps for the same church-sponsored school.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Student:** Choose a Knowledge skill in which you have at least 1 rank. Gain a +2 bonus on checks with that skill. (Once made, this choice cannot be changed.)
2	13–19	**Academic:** Once per day as a standard action, gain a +2 insight bonus on a single attack, save, or check.
3	20–29	**Master Researcher:** Effective caster level for divination spells increases by 1.
4	30 or higher	**Scholar:** Once per day as a standard action, negate a single ability of an enemy creature that you've discovered using a successful Knowledge check. This effect lasts for 1 minute and is a supernatural ability. The creature can attempt a Fortitude save (DC 10 + your character level + your Int modifier) to negate this effect.

LAW DOMAIN

The world might have been formed from chaos, but through the application of perfect order and the first laws, it was given form. Law now reigns supreme. Cultures everywhere have found peace through following this model, creating their own laws and forging discipline and order where none existed before. In bringing this mighty force into your own life, you too have experienced peace and stability.

Deities of law are strict, unbending, and often unforgiving, although the specific laws of their churches might be tempered by their individual moral codes. Whether they are dedicated to good, evil, or neither, all law deities know that order brings strength and security, but only if it is enforced without exception. Allowing even one person to break the law sets a dangerous precedent.

A church devoted to a law deity is highly principled and steeped in tradition. Such churches often become involved in local politics so that they can help to shape the laws that govern the population. But whether or not they are openly part of an area's government, the clerics of these churches respect the law of the land, despite their personal feelings—provided that it does not contradict the higher law of the church. Followers of a lawful good church keep the welfare of the community in mind, actively looking for failed laws and trying to improve them. Those of a lawful neutral church place more faith in the laws themselves, and create and enforce those that benefit their own interests.

Affiliation Score Criteria: Only lawful-aligned creatures can gain rank within a law church. If your alignment ever changes to one that is not lawful, you lose your affiliation with this church.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (religion) 5 or more ranks	+1
Serves as a member of a local government for at least one month*	+1
Serves as a member of a local government for at least one year*	+3

* Overlaps for the same government.

Criterion	Affiliation Score Modifier
Multiple Use	
Brings a lawbreaker to justice	+1
Aids a government by improving or creating its system of laws	+6
Converts a new member	+1
Destroys a creature of the chaotic subtype	+1/4 creature's CR
Brings order to a frontier or lawless region	+4
Reports a lawbreaker, no matter the law or circumstance (if character is evil)	+1
Plays a key role in revising an unjust law (if character is good)	+1
Breaks a law	–2
Fails in combat against a chaotic-aligned enemy	–4
Acts in an overtly chaotic manner	–4
Knowingly associates with creatures of the chaotic subtype	–4
Knowingly associates with demons	–8 (if good) or –4 (if evil)

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Citizen:** Gain a +2 bonus on Diplomacy checks (if good) or Intimidate checks (if evil) made while enforcing the law
2	13–21	**Deputy:** Gain a +1 bonus on saves against chaotic spells and effects.
3	22–29	**Marshal:** Gain a +1 bonus on attack rolls against chaotic-aligned enemies.
4	30 or higher	**Judicator (Sp):** Once per day as a standard action, with a successful touch attack, you can compel a creature to tell the truth for 1 minute. A successful Will save(DC 10 + 1/2 your character level + your Cha modifier) negates the effect. This is a mind-effect ability.

LUCK DOMAIN

Fate is fickle. Although fortune might occasionally favor the bold, the wise make their own luck. The worship of luck combines respect for the inevitable randomness in life with a dedication to swaying fate in one's own favor. The unenlightened allow fate to trample roughshod over their lives, bringing doom as often as joy. A true master of fortune manipulates luck ever so slightly to bring more good outcomes than bad.

Most deities of luck are chaotic in nature, but pure chance is only part of the Luck domain. Such deities often let fate decide their actions, such as by flipping a coin to make a decision. But they also consider all possible outcomes before choosing a path. Clerics of deities devoted to luck preach messages of independence, telling their congregations to seek truth within themselves and make their own way in the world. These churches embody the belief that what goes around comes around. The whim of fate touches everyone, but that those who are prepared are likely to do better than those who aren't.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Nonlawful alignment	+1
Knowledge (religion) 5 or more ranks	+1
Use Magic Device 5 or more ranks	+1
Is entitled a reroll at least once per day, through a spell, feat, or item	+1
Lawful alignment	–2
Charisma 8 or lower	–2
Multiple Use	
Survives an encounter with an EL 3–4 higher than own character level	+1
Survives an encounter with an EL 5 or more higher than own character level	+2
Prepares for an important battle ahead of time in some fashion	+1
Avoids a battle as a result of careful preparation	+1
Wins a battle as a result of careful preparation	+4
Wins a battle against seemingly insurmountable odds as a result of careful preparation	+8
Scores two consecutive critical hits in a single battle	+1
Scores three or more consecutive critical hits in a single battle	+3
Converts a new member	+1
Finds a use for an item thought to be useless	+1
Fails in combat due to lack of preparation	–4
Rolls a natural 1 on two consecutive rolls	–4

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–13	**Blessed:** Gain a +2 bonus on Knowledge checks made to prepare for an upcoming challenge or adventure.
3	14–21	**Charmed:** Gain a +1 bonus on caster level checks made to overcome spell resistance.
4	22–29	**Scion of Luck (Su):** Once per day as an immediate action, gain a bonus equal to +1 per three character levels on one saving throw.
5	30 or higher	**Fatebender (Su):** Once per day as an immediate action, force one opponent to reroll an attack, check, or save after you know the result of the roll.

MAGIC DOMAIN

The forces that power the multiverse are many, but chief among them is magic. Whether arcane, divine, or otherwise, magic can manipulate all other forces. By mastering that power, you can bend all things to your will.

Deities of magic are mostly unconcerned with distinguishing between arcane and divine magic, wielding both with ease. True power lies in more than mastering a single approach to this force. These deities encourages the founding of schools devoted to magic. In such halls, novice wizards master their first cantrips while clerical scholars practice powerful rituals to scourge the land with holy fire. Very often, a deity of magic is also a deity of knowledge, since the two disciplines are inextricably tied together.

Churches of magic have few members, since the level of education necessary to pursue such learning is rare

in most communities. They fund their studies through researching new spells, creating magic items of all sorts, and sponsoring exploration of ancient sites that hold magical secrets from ages long past. Clerics of a deity of magic are devoted to exploring and furthering the laws of magic. Many walk the path of the mystic theurge, mastering arcane and divine magic equally. In their capacity as priests, these clerics do not preach so much as they teach. A typical sermon might consist of a lecture on summoning creatures from a distant plane, or dealing with the correct mix of ingredients to cast a *fireball* correctly, or more esoteric topics. Deities of magic gain power and great joy through the discoveries made by their mortal servants.

Illus. by E. Deschamps

The pursuit of magic drives many to seek out the most inhospitable regions of the world

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (arcana) or (religion) 5–9 ranks	+1/skill
Knowledge (arcana) or (religion) 10 or more ranks	+2/skill
Use Magic Device 5–9 ranks	+1
Use Magic Device 10 or more ranks	+2
Can cast 3rd- or 4th-level arcane or divine spells	+1
Can cast 5th-level or higher arcane or divine spells	+2
Can cast both arcane and divine spells	+1
Has one or more item creation feats	+1
Lacks any spellcasting ability	–2
Multiple Use	
Converts a new member	+1
Discovers a new source of magical power	+4
Creates a new spell or magic item	+1
Destroys a foe single-handedly using only magic	+1/4 creature's CR
Defends a bastion of magical knowledge from attack	+4
Recovers an artifact and donates it to the church	+10
Founds a school of magic*	+4
Founds a school of magic dedicated to both arcane and divine magic*	+6
Destroys a magic item or magic-related knowledge	–8
Knowingly associates with those who hunt or persecute spellcasters	–4
Loses or destroys magic church property	–1/1,000 gp value
Fails to defend an item or location important to the church	–4

* Overlaps for the same school.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4-14	**Orison/Cantrip:** Gain a +2 bonus on Use Magic Device checks made to emulate a class feature.
2	15–22	**Prodigy:** Gain a +2 bonus on Spellcraft checks made to identify a spell being cast.
3	23–29	**Sage:** Effective caster level for a single type of magic (arcane of a single school or divine, your choice) increases by 1.
4	30 or higher	**Master of Magical Philosophy (Su):** Once per day as immediate action, you may use a spell as normal to counter another spel regardless of whether you have a readied action or had the same spell ready to cast.You must still succeed on a Spellcraft check to identify the spell.

PLANT DOMAIN

Many creatures walk the earth, and some of them (especially humanoids) have the audacity to consider themselves rulers of the land. In fact, the world is ruled by a different order altogether: its plant life. The most ancient trees have witnessed the passage of eons. When mighty armies clash in epic battles and civilizations fall, vegetation moves in and feeds on the remains. Plants have witnessed every event since the first spark of creation, and learning to tap their wisdom can open up unmatched power.

Plant deities take a long view of the world. They have the capacity for endless patience and are willing to wait millennia for their plans to come to fruition. A plant deity becomes upset only when the unnatural world interferes with the course of nature. The exact definition of "unnatural" varies from one deity to another, but nearly all revile the undead. Most also frown upon intelligent races that breed too quickly or spread their civilizations too widely. To plant deities, the most sacred places in the world have stood undisturbed by any force other than nature since the beginning of time.

A plant deity's followers are just as often fey or creatures of the plant type as they are humanoids, and the clergy of its church can include as many druids as clerics. Churches of plant deities rarely maintain temples in the conventional sense. Their members congregate outside in natural settings. To their priests, plants provide the fundamental sustenance for all forms of life, so harvest and planting times are key holidays in their calendars. The priests of plant churches teach that true wisdom comes from observing the natural cycle of plants and from communing with them. The most powerful members set out on long voyages to find the sacred, untouched regions of the world and speak with the plants there, witnesses to the wisdom and knowledge of the most ancient days. Devotees of a plant deity domain revere vegetation as the living embodiment of their patron on earth.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (nature) 5–9 ranks	+1
Knowledge (nature) 10 or more ranks	+2
Has visited an untouched area of plant life at least once	+4
Spends 1–11 months protecting a natural area from exploitation or destruction*	+2
Spends one year protecting a natural area from exploitation or destruction*	+6
Can cast 3rd- or 4th-level divine spells	+1
Can cast 5th-level or higher divine spells	+2
Can cast *speak with plants*	+1
Lacks ranks in Knowledge (nature)	–2
* Overlaps for same area.	
Multiple Use	
Protects a natural area from destruction	+2
Protects a sacred grove or other untouched natural area from destruction	+4
Discovers a new type of plant or creature of the plant type	+1
Converts a new member	+1
Sets up a natural preserve where plants cannot be harvested	+2
Organizes a celebration of the planting or harvest	+2
Participates in a community's annual planting or harvest	+1
Destroys knowledge pertaining to plants	–4
Fails to prevent the destruction of a natural area	–4
Fails to prevent the destruction of a sacred grove or untouched natural area	–15

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–13	**Seed:** Gain a +2 bonus on Knowledge (nature) checks relating to plants.
2	14–19	**Sapling:** Gain a +2 bonus on saves against poison.
3	20–24	**Mature Growth:** Gain a +2 bonus on saves against mind-affecting spells and abilities.
4	25–29	**Old-Growth Adept:** You no longer need to eat or drink to live as long as you spend 10 minutes each day with your bare feet or hands in contact with the earth or a plant.
5	30 or higher	**Ancient Heart of the Forest (Su):** Once per day as an immediate action, gain immunity to critical hits for 1 minute. This ability can be activated in response to a critical hit against you.

PROTECTION DOMAIN

The multiverse is a dangerous place, and the wary always outlive the careless. You might make the heavens quake with the power of your spells, or cut a swath through your foes with mighty sweeps of your greatsword, but if you cannot survive heaven's wrath or a mightier enemy, what good is all that power? The Protection domain embodies the philosophy of defense first. For some, this concept means protecting others; for others, oneself. The master of this ideal is often the last one standing on a bloody battlefield.

Many protection deities champion the cause of the defenseless or downtrodden. They highly value the lives of their followers, often the smallest or most fragile-seeming creatures. But not all are interested solely in the defense of others. In some cases, only the strongest are worthy of divine wards and abjurations; the weak must find mercy elsewhere. In either case, deities of protection do not espouse purely defensive strategies. Sometimes, the best protection is forethought: Eliminate a threat before it can manifest, by engaging enemies when they least expect it and when conditions favor the defenders.

Built like a small fortress, the church of a protection deity can withstand full-scale sieges. The priests of such churches preach sermons on preparedness. As winter approaches, they

remind their parishioners to store up food and mend their roofs. If nearby goblins typically raid during the spring thaw, the church of a protection deity warns the town's leaders to double the guard during that season.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (religion) 5 or more ranks	+1
Proficient with heavy armor and shields	+1
Has an adamantine weapon or armor	+1/item
AC 25–34	+1
AC 35–49	+2
AC 50 or higher	+4
Can cast a spell that increases AC	+1/spell
Can cast a spell that increases at least one saving throw modifier	+1/spell
Can cast 3rd- or 4th-level abjuration spells	+2
Can cast 5th-level or higher abjuration spells	+3
Guards the church or a structure important to the church for 1–11 months*	+1
Guards the church or structure important to the church for at least one year*	+4
AC 20 or lower	–2
* Overlaps for the same structure.	
Multiple Use	
Successfully defends a church or other structure important to the church	+2
Converts a new member	+1
Saves the life of a church member who has an affiliation score of 21 or higher	+3
Catches an enemy of the church off guard and defeats it through superior preparation	+1/4 creature's CR
Defends a community or group unable to defend itself (if character is good)	+4
Razes the stronghold of an enemy of the church	+8
Razes the stronghold of an enemy of the church while the inhabitants are unprepared or through superior preparation	+10
Allows a close friend to die	–1
Fails to defend a structure or item important to the church	–6
Refuses a mission to defend the church	–8

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–10	**Protector:** Gain a +2 bonus on Sense Motive checks.
2	11–18	**Guardian:** Choose Fortitude, Reflex, or Will. Gain a +1 bonus on the selected saving throw. (Once made, this choice cannot be changed.)
3	19–29	**Knight-Defender:** You can ready a shield as a free action (normally a move action).
4	30 or higher	**Holy Shield (Su):** Once pere day as an immediate action, grant yourself or an adjacent ally a dodge bonus to AC equal to 1/2 your character level for an instant. (This ability can be used after you know the result of the attack roll.)

STRENGTH DOMAIN

The word "strength" conjures up images of muscled warriors swinging massive swords and cutting down foes. But the concept of strength is more than physical. Someone grounded in this ideal is mighty in all aspects, whether through raw physical power, force of will, or sheer presence.

Despite this emphasis on well-rounded strength, deities devoted to this principle find more joy in the physical exertion of melee combat than in more intellectual forms of battle. They are robust and exuberant, with personalities that overwhelm those around them. Such deities revel in displays of physical might, such as athletic competitions.

A temple of a strength deity often resembles an arena. Many serve primarily as arenas with simple altars or shrines annexed to them. Athletic contests and feats of strength form part of worship services, and prayers typically begin with some sort of physical activity. Community outreach generally consists of combat training, in which the clergy teaches young members basic martial skills. The priests of a strength church are as likely to be fighters or barbarians as clerics. They teach that strength of body and mind embodies the primal forces of the multiverse and that, by harnessing these forces, followers can channel the raw energy of the world into everyday actions.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Fortitude save +10 or higher	+1
Will save +10 or higher	+1
Power Attack	+1
Strength 20–29	+1
Strength 30–39	+2
Strength 40 or higher	+3
Base attack bonus +5 or higher	+1
Strength 12 or lower	–2
Fortitude save +4 or lower	–4
Will save +4 or lower	–4
Multiple Use	
Destroys an enemy of the church	+2
Razes the stronghold of an enemy of the church	+8
Wins an athletic competition	+1/4 opponent's CR
Wins an athletic competition against an opponent that has a CR 3 or more higher than own character level	+1/2 opponent's CR
Defeats an opponent by grappling only	+1/4 creature's CR
Destroys a creature at full hit points with one blow	+1/4 creature's CR
Converts a new member	+1
Deals 30–99 points of damage with a single blow	+1/4 creature's CR
Deals 100 or more points of damage with a single blow	+1/creature's CR
Loses an athletic competition against a foe that has a CR 1 or more below own character level	–2
Loses in battle against an enemy of the church	–4
Is caught cheating in an athletic competition	–10 (if lawful) or –6 (if chaotic)

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Hearty Soul:** Gain a +1 bonus on Climb and Jump checks.
2	13–21	**Pillar of Strength:** Gain a +2 bonus on Strength checks (but not Strength-based skill checks).
3	22–29	**Mighty Champion:** Once per day, add your Strength modifier to a single Fortitude or Will save.
4	30 or higher	**Paragon of Brawn:** Your Strength score permanently increases by 1.

SUN DOMAIN

Untouchable, the sun hangs in the sky, bringing light, warmth, and ultimately, life itself. It enables crops to grow, warms the land and its denizens, and brings life to those who toil on the surface of the world. This aspect of the sun's power is not the only manifestation of its divinity, however. Some of the vilest creatures in existence cannot tolerate the sun. Its holy rays scorch the flesh from their bones or destroy them outright.

Deities of the sun wield tremendous power among surface-dwelling mortals—even those who pledge their allegiance to other deities. Sun deities demonstrate compassion for the creatures that depend upon their light while at the same time demanding respect for their power. Their wrath is fearsome to behold. The full manifestation of the sun's divine brilliance can incinerate enemies as surely as if they stood inside the fiery orb itself. Because of this dichotomy between lifegiving power and incredible devastation, the alignments of sun deities can vary widely, though the need for balance between those forces means such gods are rarely chaotic.

A church of the sun is popular in any region, especially among the working classes. Since crops need light to grow, a sun temple is the first place a farmer stops to pray for a good season. Temples of the sun are rarely if ever found underground. Many sun deities' most ardent followers are eager to bring the holy light to the Underdark, while others work to seal off access to the netherworld forever. By the same token, the enemies of such churches often lurk belowground, plotting to harness the sun for their own purposes or extinguish its light altogether. In particular, creatures of the night such as undead (many of which are destroyed by contact with the sun) are anathema to the followers of a sun church.

Priests of the sun preach respect for its power. Yet the sun must leave the sky each night, allowing darkness to fall. Individual sun churches have very different views about the meaning of this phenomenon.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (nature) 5 or more ranks	+1
Knowledge (religion) 5–9 ranks	+1
Knowledge (religion) 10 or more ranks	+2
Can cast 3rd- or 4th-level divine spells	+2
Can cast 5th-level or higher divine spells	+3
Can cast *daylight*	+1
Has been undead	–6
Multiple Use	
Converts a new member	+1
Destroys a CR 8 or higher undead creature	+1/4 creature's CR
Undertakes a mission to hunt undead*	+1
Undertakes a mission underground*	+1
Razes the stronghold of an undead creature	+8
Destroys an undead creature by casting a spell from the Sun domain	+2
Aids in the growing of crops	+1/season
Knowingly associates with a follower of a deity devoted to darkness	–2
Knowingly associates with undead	–4
Knowingly associates with illithids	–6

* Overlaps for same missions.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–11	**Ray of Light:** Gain a +2 bonus on Knowledge (religion) checks regarding undead.
2	12–18	**Searing Scion (Sp):** Once per day, use *endure elements* as a spell-like ability
3	19–29	**Divine Light (Su):** Once per day as a standard action action, grant any weapon you wield the flaming property (*DMG* 224) for 1 round per three character levels.
4	30 or higher	**Master of Radiance (Su):** Once per day as a standard action, wreathe yourself in the divine energy of the sun, as the *fire shield* spell (warm shield only, caster level equals your character level)

TRAVEL DOMAIN

Life is the longest journey you will ever take, and if you walk its path wisely and safely, you will be happier for it. Parts of the trip are mundane and others are hazardous, but what fun is a journey without a little danger? Risk is the price you must pay for the blessing of learning what lies ahead.

Most deities of travel are whimsical by nature. Like their followers, they can't resist seeing what's around the next corner, and because of that insatiable curiosity, they are usually among of the wisest of any pantheon. Having seen and experienced more than other deities, they are also among the most knowledgeable. Travel deities sometimes seem to have short attention spans, as thoughts of their travels fill their minds in a neverending stream. Since freedom is ultimately important to travel deities, they often grant access to the Chaos or Air domain. In addition, they loathe the practice of slavery.

The members of a travel deity's church are both fatalists and adventure-seekers: They believe that if what lies ahead kills them, then their journey was meant to end there. They know better than anyone else how dangerous the world can be, so they also believe in preparation—though they also accept the impossibility of preparing for every possibility. The priests of travel churches teach that one must know when to walk the main road, when to take the path less traveled, and when to step off entirely and forge a new way. Such churches rarely have large, established temples; instead, they

build roadside shrines where church members are likely to pass by. Some shrines travel in caravans, constantly moving from one community to another to allow members to see the world. A travel church's doctrine is simple: Live your journey, see what you can, and watch out for bumps along the way.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (geography) 5–9 ranks	+1
Knowledge (geography) 10 or more ranks	+2
Knowledge (local) 5 or more ranks	+1
Knowledge (the planes) 5 or more ranks	+1
Gather Information 5 or more ranks	+1
Has more than one mode of movement (climb speed, fly speed, or the like)	+3/mode
Can cast *teleport*	+1
Can cast *plane shift*	+3
Spends more than 1–11 months in a single place*	–2
Spends more than 1 year in a single place*	–4
* Overlaps for same place.	
Multiple Use	
Frees one or more creatures from slavery	+1, +1 per additional five creatures
Destroys a slave ring	+4
Discovers an area never traveled before	+8
Discovers an area never traveled before and records the voyage	+2
Makes a pilgrimage	+1
Converts a new member	+1
Spends 1 week or less in a single place for an entire year	+3
Knowingly associates with slavers	–8
Imprisons or enslaves another creature	–15

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–10	**Journeyman:** Gain a +2 bonus on Knowledge (geography) checks.
2	11–20	**Wanderer:** Gain a +2 bonus on checks made to resist grapple, trip, or bull rush attempts.
3	21–29	**Life Pilgrim:** Once per day, you can use *clairaudience/clairvoyance* as a spell-like ability (caster level equals your character level).
4	30 or higher	**Nomad of Many Worlds:** Once per day as a swift action, you can automatically escape from a grapple or any bonds that prevent you from moving freely (such as ropes or manacles). If you were grappled, you move to the nearest 5-foot square of your choice. This is a supernatural ability.

TRICKERY DOMAIN

The world is an unforgiving place, and only those who are willing to go to any lengths have a chance to seize power. Deception, lies, and illusion are your stock-in-trade. No foe is a threat that doesn't know where you are, who you are, or what your motives might be.

Deities of trickery are naturally duplicitous. Even when they aren't actively seeking to deceive, they do so out of sheer habit. To them, the line between what is and isn't real is so blurred that reality is merely a state of mind. The world is malleable, and those who best learn to manipulate it find the most success, wealth, and power. This worldview makes many trickster deities jaded, and they most enjoy seeing perfectly hatched deceptions come to fruition—the more complex, the better. Those few who do not see the world as a plaything treat their mortal followers with more compassion. Such a deity delights in a well-executed trick but is less infatuated with power.

The church of a trickster deity is unlikely to establish public temples unless its patron is one of the more compassionate sorts. But even shrines tucked away in hidden locations never lack for members. Thieves, scoundrels, and criminals of all sorts mutter prayers to trickster deities before jobs. The teachings of a trickery church boil down to one simple rule: Don't get caught.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (religion) 5 or more ranks	+1
Bluff, Disguise, or Hide 5–9 ranks	+1/skill
Bluff, Disguise, or Hide 10 or more ranks	+2/skill
Can cast 3rd- or 4th-level illusion spells	+1
Can cast 5th-level or higher illusion spells	+2
Can hide in plain sight	+2
Has one or more rogue levels	+1
Lacks ranks in Bluff, Disguise, or Hide	–2
Multiple Use	
Avoids combat by deceiving a foe	+1/4 creature's CR
Successfully feints in combat)	+1
Deceives someone into offering a valuable item	+1/1,000 gp value
Successfully steals a valuable item	+1/1,000 gp value
Avoids getting caught while breaking a major law	+2
Converts a new member	+1
Exposes the deception of an enemy of the church	+1/4 creature's CR
Slays an enemy of the church that has a CR within 1 of own character level using only trickery	+1/4 creature's CR
Slays an enemy of the church that has a CR equal to own character level +3 or more using only trickery	+1/2 creature's CR
Is caught breaking the law	–8
Is caught in a lie	–4
Knowingly associates with creatures of lawful alignment	–2
Is caught stealing from or deceiving the church	–8

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–10	**Con Artist:** Gain a +2 bonus on Bluff checks made to feint in combat.
2	11–19	**Expert Trickster (Ex):** Once per day as a swift action, gain a bonus equal to 1/2 your character level on one Bluff, Disguise, or Hide check.
3	20–29	**Master of Deception:** Effective caster level for illusion or Trickery domain spells increases by 1.
4	30 or higher	**Superior Dissembler (Su):** As a swift action, you can become invisible (as the *invisibility* spell) for 1 round/character level per day. The duration need not be consecutive. Deactivating this effect is also a swift action unless ended prematurely. This is a supernatural ability.

Followers of trickery take a great deal of joy in the fine arts of deception

Illus. by E. Deschamps

WAR DOMAIN

Conflict is everywhere. As inevitable as death, it lurks even in places that seem utopian. And since war cannot be escaped, it should be experienced to the fullest. Revel in conflict, because only in its grip will you know that you are truly alive. Know peace in the absence of all tranquility, and you will find unmatched inner strength.

Deities of war embrace the challenges of combat, but they might be less focused on battle than on the broader concept of conflict. The husband and wife having a domestic squabble, the merchant haggling angrily with a customer, and the two mighty armies clashing on a field of battle—a deity of war guides them all.

Like protection churches, war churches are often built like fortresses. In fact, many a war temple started as a shrine in the corner of some fort or outpost, then gradually overtook the entire structure as the members of the congregation grew more powerful. A typical church of war maintains a standing military arm housed in barracks adjoining the worship area, plus training yards, stables for cavalry, and a functioning armory and smithy.

All war churches teach that conflict is inevitable, but some seek it out more than others, for reasons as varied as the deities they represent. Some war priests view battle as a glorious way to worship their deity; others see martial prowess as a blessing that enables them to defend the less fortunate. Still others see war as a means to obtain more power, in the form of land, servants, and wealth. All glory in any form of conflict, which they see as a momentary conduit to the divine.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (religion) 5 or more ranks	+1
Base attack bonus +5 to +9	+1
Base attack bonus +10 or higher	+2
Proficient with all nonexotic armor and shields	+1
Proficient with all martial weapons	+1
Weapon Focus (any)	+1
Lacks proficiency with at least one martial weapon	–2
Base attack bonus +4 or lower	–3
Multiple Use	
Razes a stronghold of one of the church's enemies	+8
Destroys an enemy of the church in combat	+1/4 creature's CR
Serves in an army during a war for 1–11 months*	+1
Serves in an army during a war for 1 year*	+3
Commands a unit within an army during a major war	+2
Commands a unit within an army during a major war and wins a skirmish against an enemy unit with an EL equal to or greater than the EL of own unit	+4
Commands an army during a major war	+6
Commands an army during a major war and wins	+15
Loses a war as commander of an army	–20
Loses a skirmish as commander of a smaller unit	–6
Fails in combat	–2
Fails in combat against a hated foe of the church	–4

* Overlaps provided the service is to the same army.

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–13	**Sergeant:** Once per day, you can ignore the armor check penalty, if any, on one skill check.
2	14–22	**Captain:** Once per day, you can ignore the effects of difficult terrain on your movement for 1 round.
3	23–29	**Commander:** Once per day, gain double the normal bonus when using Combat Expertise or Power Attack. If using a two-handed weapon with Power Attack, you gain three times the damage for each –1 you take on the attack roll.
4	30 or higher	**General:** Apply any feat that normally applies to a single weapon to all the weapons with the same damage type in an entire weapon class. For example, if you have Weapon Focus (longsword), you can apply its benefit to all martial slashing weapons.

WATER DOMAIN

Water flows eternally, wearing away obstacles bit by bit. Change is necessary, but rapid change is not. Indeed, haste often leads to mistakes, so you must first consider all the options. Like a river, you patiently apply pressure to eliminate problems. Only when the time is right do you unleash your full fury; until then, you display the calm, still peace of an undisturbed pool. But water is more than an agent of change; it is also the lifeblood of nearly all creatures. Only air can claim as important a role in life.

Deities of water are observant, patient, and calculating, and usually have a neutral alignment component. Like earth deities, they can wait eons, if necessary, to achieve a goal. But unlike a deity of earth, who might simply outlast an opponent, a water deity watches for weakness and gradually erodes an enemy's will. Victory is assured through the constant application of pressure, combined with keen insight.

Churches devoted to the principles of water teach that haste and quick action are routes to defeat—the opposite of a fire church's approach. Wisdom, patience, and careful observation are much more reliable paths to victory. But when the right moment comes to strike, the followers of water do so with overwhelming force, hammering their foes until nothing remains. Water clerics also preach on the life-giving power of water; without its blessing, all would be dust.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (nature) 5 or more ranks	+1
Knowledge (religion) 5 or more ranks	+1
Has a swim speed	+4
Has a neutral alignment component (if the deity has one)	+1
Can cast arcane or divine spells that have the water descriptor	+1
Has visited the Elemental Plane of Water at least once	+2
Lacks a neutral alignment component (if deity has one)	–4
Multiple Use	
Explores a new underwater area	+2
Lives within 1 mile of a major body of water	+1/year
Humiliates or defeats a follower of fire	+1
Saves the life of a member of the affiliation	+1
Takes the time to formulate a detailed plan on a church mission	+1
Wins a battle that lasts for more than 8 rounds against an enemy that has a CR within 1 of own character level	+1/4 creature's CR
Wins a fight that lasts more than 8 rounds against an enemy that has a CR equal to own character level + 3 or more	+1/2 creature's CR
Wins a fight that lasts more than 15 rounds against an enemy that has a CR equal to own character level + 3 or more	+1/2 creature's CR + 2
Brings peace to two warring factions	+6
Finds an enemy's weak spot and exploits it to earn victory	+2
Finds the weak spot of an enemy that has a CR equal to own character level + 3 or more and exploits that weakness to earn victory	+4
Casts a spell that has the fire descriptor	–1
Takes a hasty action that results in defeat by an enemy of the church	–8
Knowingly associates with creatures of the fire subtype	–2

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–11	**Spring:** Gain a +2 bonus on Diplomacy checks made to negotiate peace.
2	12–21	**River:** Gain a +1 bonus on saving throws against fire spells and effects.
3	22–29	**Flood:** Once per day, gain *water breathing* or *water walking* as a spell-like ability (your choice each use). Caster level equals your character level.
4	30 or higher	**Mighty Ocean:** Gain a swim speed of 20 feet, or add 20 feet to your swim speed if you already have one.

Illus. by D. Griffith

Your character is defined by your choice of race, classes, and other abilities. With divine characters, belief systems are thrown into the mix as well. Roleplaying and mechanical decisions might depend on the deities such characters worship and the convictions they espouse.

But a divine character is more than a paladin, cleric, druid, and the like. Belief is a powerful force in the D&D world. This chapter presents new benefits and options that allow players of any class to embrace the divine, as well as roleplaying suggestions and guidelines for new divine prestige classes.

MAKING CHARACTERS DIVINE

Characters with levels in a divine spellcasting class might enjoy direct conduits to the powers they represent, but they do not exist in a spiritual vacuum. Churches and temples require large support networks of specialists, who need not be divinely inspired. Though they may lack the talent for manipulating divine energies, such characters are no less devoted to their deities than are the holy men and women who lead them in daily prayers. Those who are especially deserving—whether because of the strength of their faith or by virtue of the heroic (or horrific) deeds they have accomplished—occasionally receive blessings from their deities. Particularly spiritual folk might gain access to such divine power without ever choosing a specific deity or pantheon to honor.

The manner of acquiring these divine gifts varies from one individual to another. In game terms, gaining access to them might require taking the appropriate feat, devoting one or more character abilities to a divine alternative class feature, or taking levels in a divine prestige class. But such characters can never aspire to the heights of holy strength that their more devout colleagues enjoy unless they become divine spellcasters themselves.

ALTERNATIVE CLASS FEATURES

Each character class has defining mechanical and roleplaying characteristics, while feats, skills, spells, and other choices provide ways to customize a character within that basic framework. Alternative class features replace class features of the original class description, changing its very nature.

Each alternative class feature presented here provides a new divine theme for that particular class. If a character has already passed the level at which the alternative feature is available, you can use the retraining option described on page 192 of *Player's Handbook II* to acquire it retroactively. You can find more alternative class features in *Player's*

Handbook II, Unearthed Arcana, Complete Mage, and other D&D supplements.

The format for alternative class features is as follows.

Alternative Class Feature Name

This section provides a general description of the alternative class feature, including some roleplaying suggestions for each variant of the standard class.

Level: You can select the alternative class feature only at the indicated level.

Replaces: This line identifies the ability you must sacrifice to gain the alternative class feature.

Benefit: This section describes the mechanical effects of the alternative class feature.

BARBARIAN

Barbarians who follow a spiritual path are often tied at some deep level to the wildlands that gave them birth. Such characters feel a kinship with the spirits of nature—especially animal spirits—and draw their power from these essences. Divine barbarians are viewed with awe and sometimes fear by their tribes, and some such characters are considered holy people in the absence of any organized religion.

Spiritual Totem

Choose a spiritual totem: bear, eagle, fox, lion, or wolf. Once you do so, you are forever bound to that animal spirit. Your connection grants you special abilities based on the totem you have chosen (or that has chosen you, as some see it).

The DM can add more totems to the above list as desired, using those presented here as guidelines.

Level: 1st.

Replaces: This benefit replaces the fast movement class feature.

Benefit: You gain one of the abilities described below, depending on the chosen totem. Each of these effects is a supernatural ability.

Bear Totem: The mighty bear is known for her crushing embrace. If you adopt her as your spiritual totem, you gain the improved grab ability (*MM* 310).

Eagle Totem: The eagle can see clearly over great distances and often notices details that are not obvious. If you embrace him as your spiritual totem, you gain a +4 bonus on Search and Spot checks.

Fox Totem: The cunning fox uses stealth to gain the upper hand. Should you choose her as your spiritual totem, you gain a +4 bonus on Hide and Move Silently checks.

Lion Totem: Regal and intimidating, the powerful lion is a symbol of nobility among the races of the wild. By selecting him as your spiritual totem, you gain the pounce ability (*MM* 313).

Wolf Totem: The wolf is a loyal ally who uses pack tactics to subdue her foes. If you choose her as your spiritual totem, you gain an additional +2 bonus on attack rolls when flanking an opponent.

Totem Manifestation

As the bond between you and your totem grows closer, the spirit of your chosen animal reveals itself more strongly.

Level: 7th.

Replaces: This benefit replaces the damage reduction class feature, including all damage reduction increases gained at higher levels of the barbarian class.

Benefit: When you select this ability, your connection to your spiritual totem intensifies. If you have not yet chosen a spiritual totem, you must do so now, but you gain only those abilities described here, not those for the spiritual totem alternative class feature. Each of these effects is a supernatural ability.

Bear Totem: The powerful bear rewards your loyalty. If you choose her as your spiritual totem, you gain 1 extra hit point per barbarian level.

Eagle Totem: The keen-eyed eagle grants you low-light vision if you adopt him as your spiritual totem. If you have previously chosen the eagle as your spiritual totem, the bonus on Search and Spot checks increases by 1 at each level at which your damage reduction would increase (10th, 13th, 16th, and 19th levels).

Fox Totem: The quick fox grants you a +1 dodge bonus to Armor Class if you choose her as your spiritual totem. This bonus increases by 1 at each level at which your damage reduction would increase (10th, 13th, 16th, and 19th levels). Any condition that causes you to lose your Dexterity bonus to Armor Class (if any) also negates this dodge bonus.

Lion Totem: If you select the lion as your spiritual totem, he rewards you with the ability to loose a powerful and intimidating roar. As astandard action, you can roar, requiring every creature within a 30-foot radius must succeed on a Will save (DC 10 + 1/2 your barbarian level + your Str modifier) or be shaken for a number of rounds equal to your barbarian level. This ability can be used once per day, and you gain an additional use per day at each level at which your damage reduction would increase (10th, 13th, 16th, and 19th levels).

Wolf Totem: The wolf is an intelligent hunter who can track her prey with uncanny accuracy and insight. If you choose her as your spiritual totem, you gain Track as a bonus feat. In addition, you gain a +2 sacred bonus on Survival checks.

View the Spirit World

Your link to the divine gives you an uncanny insight into the intricacies of the spirit world. This unique perception lets you expand your senses into realms that few mortals can perceive.

Level: 5th.

Replaces: This benefit replaces the improved uncanny dodge class feature.

Benefit: Once per day as a swift actionm you can peer into the spirit world for a number of rounds equal to one-half your barbarian level (rounded down). While doing so, you gain darkvision out to 60 feet, can see invisible creatures, and gain a +2 bonus on Search and Spot checks. This is a supernatural ability.

BARD

You use music to entertain, to enlighten, and to boost the morale and abilities of those around you. By using your special insight into the divine, you can tap into the very essence of the universe, bringing forth positive energy and channeling it to your allies through your songs. Those who

Left to right: a divine barbarian, a divine bard, a divine fighter, and a divine monk

Illus. by H. Lyon

listen to your music become more capable of healing others and recovering from injury themselves.

Healing Hymn

When you play your healing hymn, your allies can cast curative spells more effectively. Furthermore, everyone around you feels rejuvenated and more fully rested when your hymn becomes a lullaby.

Level: 1st.

Replaces: This benefit replaces the *fascinate* bardic music ability.

Benefit: If you have 3 or more ranks in a Perform skill, you can use your music or poetics to create an area conducive to healing.

To be affected, an ally must be able to see and hear you perform. The effect lasts as long as you continue performing and for 5 rounds thereafter. An affected ally who casts any conjuration (healing) spell gains a +1 sacred (if you're good or neutral) or profane (if you're evil) bonus on the roll for each rank you have in the Perform skill limited by the maximum caster level bonus of the spell. This ability has no effect on spells cast from wands, scrolls, or other magic items.

In addition, if you use this ability for at least 1 minute before you and your allies retire for the night, everyone in the group heals naturally as if they have completed 24 hours of bed rest (thus recovering twice their character level in hit points). If the music is interrupted, the magic of the song is lost.

Either use of *healing hymn* counts as one daily use of your bardic music ability. This is a spell-like ability and lasts as long as you concentrate up to a maximum of 2 minutes.

Hymn of Fortification

By singing praises to the holy powers, you can cloak yourself or an ally in a protective sheath of sound. This effect protects the subject from supernatural creatures, as well as their malign powers.

Level: 3rd.

Replaces: This benefit replaces the inspire competence bardic music ability.

Benefit: If you are a 3rd-level or higher bard with 6 or more ranks in Perform (oratory) or Perform (sing), you can grant protection from supernatural creatures. This effect fortifies you or a single chosen ally within 30 feet against mental control and attacks from evil-aligned or summoned creatures. In most respects, *hymn of fortification* mirrors the effects of the *protection from evil* spell. If you wish to protect an ally with this ability, the two of you must be able to see and hear each other. The effect lasts as long as you concentrate, up to a maximum of 2 minutes.

Each use of *hymn of fortification* counts as one daily use of your bardic music ability. This is a spell-like ability.

CLERIC

Many clerics have a special gift for healing, but you have found ways to use that gift more precisely. In your hands, no positive energy is ever wasted, and your touch provides the gift of healing to those around you.

Pool of Healing

By sacrificing some of your personal power, you permanently establish a link to the Positive Energy Plane through your

deity or belief system. The energy you draw from that plane obeys your direct command, and you can dispense it in the form of healing with a simple touch.

Level: 7th.

Replaces: To select this class feature, you must permanently sacrifice one of your 4th-level spell slots.

Benefit: You establish a pool of positive energy that you can use to heal yourself or others. This pool contains enough positive energy to heal an amount of damage equal to 5 × (1 + your divine caster level) hit points per day. As a standard action you can dole it out with a touch, expending as much or as little of the pool at a time as you wish in much the same way as a paladin does with her lay on hands ability. The pool automatically replenishes every time you prepare spells for the day.

You can also deal out this positive energy with a melee touch attack against any creature vulnerable to positive energy (such as undead), damaging it as if you had cast a *cure* spell upon it.

Example: Jozan, a 7th-level cleric of Pelor, gives up one of his 4th-level spell slots to set up his pool of healing. Every day, he can heal up to 5 × (1 + 7) = 40 points of damage, or deal that amount of damage to creatures powered by negative energy, or use the energy for a combination of those effects, up to the maximum available. At 10th level, he can heal up to 55 points of damage using this ability.

Pool of healing is a spell-like ability.

FIGHTER

Not all those who take up arms in the name of their faith are clerics or paladins. Many are ordinary fighters, knights, and mercenaries who have placed their souls in the hands of the almighty gods. Few who fight on the front lines are unbelievers, and those with true faith can perform astounding feats of bravery in the names of their deities.

Aligned Strike

As a holy warrior, you can channel your faith into your attacks.

Level: 4th or any even-numbered higher level.

Replaces: This benefit replaces one of your fighter bonus feats.

Benefit: As a free action, you can orient your weapon along one alignment component that you possess. For example, if you are chaotic good, you can make your weapon either chaotic- or good-aligned for the purpose of overcoming damage reduction. This effect lasts until you choose to end it or change it (as a free action) to the other alignment component, or until you no longer wield the weapon.

Ammunition or a thrown weapon affected by this ability remains aligned until it either strikes a target or misses. Aligned strike is a supernatural ability.

Armor of God

Your belief protects you from attacks.

Level: 8th or any even-numbered higher level.

Replaces: This benefit replaces one of your fighter bonus feats.

Benefit: As an immediate action, you can reduce your base Will save to +0 and gain a bonus to your Armor Class equal to the amount of the reduction. This effect lasts until the beginning of your next turn. Armor of god is a supernatural ability.

Resolute

Your faith bolsters your resolve, allowing you to stand firm against all foes.

Level: Any even-numbered level.

Replaces: This benefit replaces one of your fighter bonus feats.

Benefit: As an immediate action, you can reduce your base attack bonus by one-half and gain a bonus on your Will save equal to the amount of the reduction. This effect lasts until the end of your next action. This is a supernatural ability.

MONK

A monk treats her body as her temple, subscribing to her own ascetic code or to that of her order. Though the path of the monk is spiritual in nature, and some monasteries are tied to churches, most monks distance themselves from the sectarian pursuits of the various divine orders. Those who shift their focus from the perfection of their bodies and minds toward the service of a deity gain a new clarity of spirit.

Holy Strike

Your fists and monk weapons gain the power of your beliefs and can strike your opponents for extra damage.

Level: 4th.

Replaces: This benefit replaces the *ki* strike (magic) class feature.

Benefit: When you hit an evil creature with your unarmed strike attack or with a monk melee weapon, your attack is considered good-aligned for the purpose of overcoming damage reduction and deals an extra 1d6 points of damage. Holy strike is a supernatural ability.

Special: Evil monks can select this ability, but their attacks are considered evil-aligned for the purpose of overcoming damage reduction.

Prayerful Meditation

Your religious convictions protect you from the spells and magical abilities of those who oppose your beliefs.

Level: 3rd.

Replaces: This benefit replaces the still mind class feature.

Benefit: Your adherence to a religious path has developed in you a resistance to antithetical magic. You gain a +2 bonus on saving throws against spells and effects from chaotic-aligned creatures and creatures with a moral (good/evil) alignment component opposite to yours. This is a supernatural ability.

PALADIN

Clerics serve as priests, healers, and evangelists for their religions, while paladins are their deities' armed champions, imbued with some magical ability. Some paladins, though, dedicate themselves more directly to serving their deity through strength of arms.

Holy Warrior

By giving up your spellcasting ability, you gain access to bonus feats much as a fighter does. This choice does not, however, close you off from divine influence—in fact, several of these feats actually increase your divine power.

Level: 1st.

Replaces: To select this class feature, you must sacrifice your spellcasting ability.

Benefit: You no longer gain spells as a paladin, but you can now select a bonus feat at 4th, 8th, 11th, and 14th levels. You can select any feat from the following list for which you meet the prerequisites: any divine feat (see page 53), Cleave, Extra Smiting[CW], Extra Turning, Great Cleave, Improved Smiting[CD], Mounted Combat, Mounted Archery, Power Attack, Ride-By Attack, Skill Focus (Ride), Spirited Charge, and Trample. This is an extraordinary ability.

Special: A paladin who selects this path can no longer use scrolls, wands, or other magic items that require access to a spell list, unless he has another spellcasting class that grants access to the appropriate spells.

Underdark Knight

If you dedicate yourself to overcoming evil in the Underdark, you might find little use for the paladin's most prized ally, the special mount. By giving up the ability to call this devoted creature, you become a more mobile and effective fighter underground.

Level: 5th.

Replaces: This benefit replaces the *special mount* class feature.

Benefit: Whenever you are underground, you can draw upon the earth to gain the following abilities.

At 5th level, your base speed increases by 10 feet, and you gain a +2 circumstance bonus on Balance, Climb, and Jump checks. You also gain low-light vision that functions as long as you remain underground. If you already had low-light vision, you instead gain darkvision out to 60 feet while underground; if you already had darkvision, add 30 feet to its range.

At 7th level, you can use *spike stones* once per day, as a spell-like ability with caster level equals to your character level.

At 12th level, you gain the earth glide extraordinary ability, which enables you to move through stone, dirt, or almost any other sort of earth except metal as easily as a fish moves through water (*MM* 98). If you end your movement inside earth or stone, however, you begin to suffocate (*DMG* 304).

At 15th level, you can use *dimension door*, as a spell-like ability with caster level equals to your character level, once per day for every five paladin levels you possess (caster level equals your paladin level). You must begin and end any such movement in contact with stone or earth.

An Underdark knight moves quickly while fighting underground

Illus. by E. Deschamps

RANGER

While all rangers are attuned to nature, not all seek intimate contact with the divine. Some find that intense weapon training lets them defend their natural domains more effectively.

Champion of the Wild

By surrendering your spellcasting ability, you focus your energies on becoming a weapon master. You gain access to bonus feats much as a fighter does, but focused on your mastery of your chosen combat style.

Level: 1st.

Replaces: To select this class feature, you must sacrifice your spellcasting ability.

Benefit: You no longer gain spells as a ranger, but you can now select a bonus feat at 4th, 8th, 11th, and 14th levels. You can choose any feat from the following list for which you meet the prerequisites: Blind-Fight, Combat Expertise, Eyes in the Back of Your Head[CW], Improved Disarm, Improved Favored Enemy[CW], Improved Feint, and Improved Trip, as well as from one of the following lists, depending on your combat style.

Archery: Far Shot, Improved Precise Shot, Improved Rapid Shot[CW], Manyshot, Point Blank Shot, Precise Shot, Ranged Disarm[CW], Ranged Pin[CW], Ranged Sunder[CW], Sharp-Shooting[CW], and Shot on the Run.

Two-Weapon Combat: Greater Two-Weapon Defense[CW], Greater Two-Weapon Fighting, Improved Two-Weapon Defense[CW], Improved Two-Weapon Fighting, Two-Weapon Defense, Weapon Finesse.

Special: A ranger who selects this path can no longer use scrolls, wands, or other magic items that require access to a spell list, unless he has another spellcasting class that grants access to the appropriate spells.

Spiritual Connection

You learn to speak with the spirits of the wild places. Although this ability does not automatically make such spirits well disposed toward you, it does provide several benefits.

Level: 1st.

Replaces: This benefit replaces the wild empathy class feature.

Benefit: You can use *speak with animals* and *speak with plants*, as the spells (caster level equals your ranger level). You can use any combination of these effects up to three times per day. These are spell-like abilities with caster level equals to your character level.

Spiritual Guide

You are befriended by a spiritual guide that speaks to you and aids you as long as you remain in the wilderness.

Level: 4th.

Replaces: This benefit replaces the animal companion class feature.

Benefit: You gain a spiritual guide. As long as you remain in natural surroundings (including underground caverns), this guide is a constant companion. Once you enter any civilized area larger than a hamlet, however, your spiritual guide leaves your side, returning only when you return to the wilds.

Although it cannot protect you from harm, your spiritual guide can warn you of impending danger. As long as your spiritual guide is with you, you gain a divine bonus equal to one-quarter your ranger level (rounded down) on Handle Animal, Knowledge (nature), Listen, Search, Spot, and Survival checks. In addition,

Illus. by H. Lyon

Left to right: a divine ranger, a divine rogue, a divine sorcerer, and a divine wizard

you can use *commune with nature*, as the spell, once per day as a full round action (caster level equals your ranger level). You can also prepare and cast this spell normally from your ranger spell list.

ROGUE

Few characters are more secular in nature than rogues. But when one of these masters of subterfuge devotes himself to a religion, he looks for ways to turn his assets toward his cause.

Antiquarian

You are incredibly knowledgeable about artifacts, relics, and antiques—especially those that are religious in nature.

Level: 1st.

Replaces: This benefit replaces the trapfinding class feature.

Benefit: When examining divine items and religious relics, you gain a bonus equal to your Wisdom modifier on all Appraise checks as an extraordinary ability.

In addition, if you examine a magic item created using a spell from the cleric or paladin list, or an item with special religious significance, you can attempt a Knowledge (religion) check (DC 10 + the item's caster level) to identify it exactly as a spell-like ability. This works like the *identify* spell (caster level equals your rogue level) but requires no material component and can be performed as a full round action. You can use this ability on only one item per day.

Death's Ruin

You can channel the power of your faith when making sneak attacks against undead.

Level: 3rd.

Replaces: This benefit replaces the trap sense class feature, including trap sense bonuses gained at higher levels of the rogue class.

Benefit: You can make sneak attacks against undead creatures. However, you roll only one-half your normal sneak attack dice (rounded down) when determining bonus damage for such attacks. This is an extraordinary ability.

Friend's Evasion

By giving up one of your high-level special abilities, you've learned to protect others by using your own skills and abilities.

Levels: 10th, 13th, 16th, or 19th.

Replaces: This benefit replaces improved evasion as one of the rogue's special ability choices.

Benefit: When you select friend's evasion as a special ability, every ally adjacent to you gains evasion. This is an extraordinary ability.

Holy Stalker

When you give up one of your high-level special abilities, you gain a link to divine power that helps you destroy undead. This divine energy comes to you through your religious beliefs but is tied to your own natural abilities in subterfuge.

Levels: 10th, 13th, 16th, or 19th.

Replaces: This benefit replaces crippling strike as one of the rogue's special ability choices. Only non-evil rogues can select this class feature.

Benefit: When you select holy stalker as a special ability, you can channel positive energy into your sneak attacks to damage undead creatures.

When you successfully damage an undead creature in a situation in which you would normally apply sneak attack damage, you add 2 points of positive energy damage per sneak attack die you would normally roll. This is a supernatural ability.

SORCERER

Some believe that sorcerers gain their link to arcane energy through draconic heritage. If true, such a connection might seem to cut off divine influence, but perhaps it actually helps a sorcerer open a channel to a new reservoir of energy.

Divine Companion

By sacrificing a possible link to an earthly creature, you gain the ability to store arcane energy in a divine reservoir that takes the form of a spirit creature. Linked to you through your own life essence, this divine companion can then transform that energy into beneficial effects.

Level: 1st.

Replaces: This benefit replaces the summon familiar class feature.

Benefit: You can spend 100 gp to perform a ritual dedicated to the deity of your choice and summon forth a spirit creature to aid you in your adventures. This creature is both invisible and intangible, but it provides you with real benefits.

The divine companion stores arcane energy and redirects it to you according to your level and your needs. To fill this reservoir, you must cast one or more targeted spells at this creature. A spell so cast does not produce its normal effect; the companion simply absorbs the spell's energy. It can store a number of spell levels equal to your arcane caster level. You can cast spells into it at any time, but after you rest and recover your spell slots for the day, the divine companion loses any stored energy.

The divine companion exists outside reality and cannot be affected by spells, spell-like abilities, or any sort of antimagic effect or dispel check. It cannot, however, release its arcane energy within an *antimagic field* or similar effect. It uses your caster level for any checks required, and when it releases arcane energy, the level of the effect created equals the number of spell levels released.

The divine companion can release its stored spell energy in either of the following ways, at your command. You can use each effect as often as you wish, until the companion's stored energy is depleted.

Healing (Su): As a standard action, you can order your divine companion to convert the energy it has stored into healing power. This is the equivalent of a conjuration (healing) spell. This effect heals you for 1d6 points of damage per stored spell level, or as many levels as you designate (up to the maximum currently stored).

Shielding (Su): As a swift action, you can order the creature to convert the energy it has stored into protecting you. This is the equivalent of an abjuration spell that provides you with a deflection bonus to AC and a resistance bonus on

saves each equal to the number of stored spell levels, or as many levels as you designate (up to the maximum currently stored). This effect lasts for 1 round per arcane caster level you possess.

Domain Access

Your depth of belief allows you to channel divine power the way a cleric does. By doing so, you gain access to a single cleric domain.

Level: 5th.

Replaces: To gain this benefit, you do not learn a new 1st-level sorcerer spell and a new 2nd-level sorcerer spell at 5th level. From now on, you know one less sorcerer spell that you can cast at each subsequent level (not counting the domain spells from this alternative class feature).

Benefit: Choose one cleric domain. If you worship a specific deity, the domain you choose must be one to which your deity grants access. You gain the granted power of the chosen domain. In addition, you can cast one domain spell of each spell level available to you per day from that domain.

WIZARD

It is a little-known fact that wizards can also gain power from their faith. Though the majority of their power is drawn from formula and rote, some wizards enhance their spells with a touch of the divine. Divine wizards combine their religious devotion with their discipline in the arcane arts.

Domain Granted Power

So great are the extent of your study and the depth of your faith that you can call upon the power of one of your deity's domains.

Level: 5th, 10th, 15th, or 20th.

Replaces: This benefit replaces the bonus feat gained by a wizard at 5th, 10th, 15th, or 20th level.

Benefit: Choose one cleric domain. If you worship a specific deity, the domain you choose must be one to which your deity grants access. You now can use that domain's granted power as a cleric does, but you do not gain access to its spells or extra spell slots. If the granted power is based upon cleric level, it becomes instead based upon your wizard level.

Special: If you take levels in a class that grants you a domain choice (such as cleric), you gain the full benefits of the domain in addition to the other domains available to you from that class.

Spontaneous Divination

You can use your connection to the divine to inquire about mysteries beyond mortal ken.

Level: 5th, 10th, 15th, or 20th.

Replaces: This benefit replaces the bonus feat gained by a wizard at 5th, 10th, 15th, or 20th level.

Benefit: You can spontaneously cast any spell you know of the divination school by sacrificing a prepared spell of equal or greater level. For example, if you suddenly have need of the 2nd-level spell *locate object*, you can sacrifice a prepared 2nd-level spell (such as *mirror image*) or any prepared spell of a higher level to cast it on the spot.

New Feats

Spells and special abilities often define a character—especially a spellcaster. But feats can be just as important, since they remain available to characters when their other resources run out.

All the feats presented in this section are intended to make your character more divine in some way, but most have are designed primarily for use by clerics, paladins, and members of other divine classes.

DOMAIN FEATS

Domain feats are a new category of feats that signify a character's dedication to a particular religious ideal or tenet. You and your DM should determine a reason for this devotion as part of your character's background. A domain feat usually corresponds to one of the domains to which a particular deity grants access, or those representing a set of ideals.

You can select a domain feat at any level. Once you have chosen one, however, you cannot select another unless the second fits thematically with the first. Furthermore, you can never have more than two domain feats (except as specified in Clerics and Domain Feats, below).

Unless otherwise noted, the benefit granted by any domain feat is a spell-like ability with a caster level equal to your character level. All such effects are subject to spell resistance, and you can dismiss any continuing effect as a free action. If a domain feat allows a saving throw, its entry provides the necessary information. If you have the ability to turn or rebuke undead, you can gain additional daily uses of a domain feat's benefit by expending daily uses of that ability.

Usually, domain feats go together only if they correspond to the domains offered by the deity you follow. For example, Kord grants access to the Chaos, Good, Luck, and Strength domains, so a worshiper of Kord could choose the Chaos Devotion, Good Devotion, Luck Devotion, or Strength Devotion feats without going outside his deity's sphere of influence.

For characters who do not worship a particular deity, use the following guidelines for which domain feats allow or preclude the selection of others. This should be done in concert with the DM.

Opposing Domains: The Good and Evil domains, and the Law and Chaos domains are in opposition, so no character should have both Good Devotion and Evil Devotion (or both Law Devotion and Chaos Devotion). In some cases, you might decide that the Healing and Death domains oppose each other, and likewise Destruction and Protection. The Fire domain does not necessarily oppose Water, nor does Air conflict with Earth, since many nature deities (such as Obad-Hai) grant access to all the elemental domains.

Appropriate Theme: If you do not follow any specific deity, your basic system of beliefs should support your domain feat choices. A good rule of thumb is to designate one to three domains (in addition to that corresponding to your first domain feat) that are important to you. These beliefs must also be consistent with your alignment.

Clerics and Domain Feats: If you are a cleric (or any other character class who gains access to a domain), you can choose any domain feat corresponding to the list of domains offered by your deity, even if you do not have access to those particular domains. A cleric of Pelor, for example, can choose to cast spells from the Good and Healing domains but select the Strength Devotion and Sun Devotion feats.

In addition, you can choose to give up access to a domain in exchange for the corresponding domain feat. Doing so allows you to select up to three domain feats, but you cannot prepare domain spells or use the granted power of the sacrificed domain. In essence, you trade in a domain for an extra feat slot that you can spend only on a specific domain feat. For example, the above cleric of Pelor could choose to give up the granted power and spells of the Good domain for the Good Devotion feat.

Caster Level: Unless otherwise noted, the benefit granted by any domain feat is a spell-like ability with a caster level equal to your character level. All such effects are subject to spell resistance, and you can dismiss any continuing effect as a free action. If a domain feat allows a saving throw, its entry provides the necessary information.

DIVINE FEATS

First introduced in the *Complete Divine* supplement, divine feats are the province of those who are able to turn or rebuke undead. Instead of attempting to affect an undead creature, you expend a turn or rebuke undead attempt to trigger the benefit of a divine feat you have. You can activate only one divine feat per round, though overlapping durations might allow you the benefits of more than one divine feat at a time. Activating a divine feat is a supernatural ability, requires a type of action or an amount of time depending on the feat, and does not provoke attacks of opportunity unless otherwise noted in the feat's description. Activating a divine feat is not considered an attack unless doing so would directly deal damage to a target.

RESERVE FEATS

The *Complete Mage* supplement introduced reserve feats. Usable only by spellcasters, reserve feats employ an unusual form of prerequisite, drawing upon the magic inherent in a caster's body and soul and utilizing (but not consuming) energies from available spells to augment the character's already prodigious magical talents.

Each reserve feat's primary benefit is a supernatural ability that is usable at will. Unless otherwise noted, the effect requires a standard action to activate, and doing so does not provoke attacks of opportunity. If a saving throw is allowed, the DC equals 10 + the level of the spell allowing the ability's use + the ability modifier that would apply to that spell's save DC. In addition, each feat provides a caster-level boost to a certain category of spells. This increase applies at all times, regardless of whether you have any spells left to cast.

The primary benefit can be activated only if you have a spell of an appropriate variety (of a particular school, subschool, or descriptor) available to cast. The definition of "available to cast" depends on whether you prepare spells or cast spontaneously from a list of spells known.

If you prepare spells each day (as a cleric does, for example), you must have an appropriate spell prepared and not yet cast that day. If you have more than one appropriate spell prepared and uncast, you gain the benefit only from the highest-level such spell; you can't gain multiple benefits, or stack benefits, by preparing more than one appropriate spell.

If you cast spells spontaneously (as a favored soul does, for example), you must know an appropriate spell and must have at least one unused spell slot of that spell's level or higher. If you have more than one appropriate spell known, you gain the benefit only from the highest-level spell for which you have an uncast spell slot.

If you have spells from more than one class, only spell slots that could actually be used to cast the appropriate spell count toward granting this benefit. For example, a paladin/cleric who knows the appropriate spell only as a paladin can't

DOMAINS NOT IN THE PLAYER'S HANDBOOK

Players and DMs can also create domain feats tied to domains not described in the *Player's Handbook*. Use the domain feats described in this section as examples for modeling your own. Alternatively, you can create an equivalency system that links the domain feats in this section to link to other domains. The following table provides samples of equivalencies; these domains can be found in the *Complete Divine* supplement.

Domain Equivalencies

Domain	Equivalent Domain Feat (Devotion)
Celerity	Travel
Cold	Water
Community	Protection
Competition	War
Creation	Healing
Domination	Magic
Dream	Trickery
Force	Earth
Glory	Sun
Inquisition	Knowledge
Liberation	Good
Madness	Chaos
Mind	Knowledge
Mysticism	Magic
Oracle	Luck
Pact	Law
Pestilence	Destruction
Purification	Healing
Summoner	Animal
Weather	Air

use her cleric spell slots to qualify for the reserve feat's primary benefit.

Once you no longer have an appropriate spell available—because you have cast it, have exhausted the appropriate spell slots, or have chosen a daily spell selection that does not include that spell—you can't activate the feat's power until you once again have that spell available for casting. You still retain the secondary benefit of the feat, however.

Only actual spells or spell slots allow you to use the primary benefit of a reserve feat. Spell-like abilities, supernatural abilities, and extraordinary abilities—even if they mimic or duplicate an appropriate spell—do not qualify.

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A half-elf makes use of the Air Devotion feat . . .

Spells that do not have a descriptor until cast (such as the *summon monster* spells) can't be used to gain the primary benefit of a reserve feat.

You can key two or more reserve feats off of a single spell.

TACTICAL FEATS

Feats of this type allow characters to perform a number of powerful maneuvers. If you're playing a character who has a tactical feat, you must keep track of the actions needed to set up the feat's maneuver. It's also a good idea to mention to your DM that you're working toward using an ability granted by a tactical feat.

WILD FEATS

First introduced in the *Complete Divine* supplement, wild feats have as a prerequisite the wild shape class feature. Each use of a wild feat generally costs one daily use of your wild shape ability. If you don't have any wild shape uses left, you can't use a wild feat. Unless otherwise noted, activating a wild feat is a standard action. You can either change shape using wild shape or use a wild feat only once per round, though overlapping durations might allow you the benefits of more than one wild feat at a time.

Activating a wild feat is a supernatural ability, requires a type of action or an amount of time that varies depending on the feat, and does not provoke attacks of opportunity unless otherwise noted in the feat's description. Activating a wild feat is not considered an attack unless doing so would directly deal damage to a target.

FEAT DESCRIPTIONS

The new feats below are presented in alphabetical order, regardless of the category to which they belong.

AIR DEVOTION [DOMAIN]

You can defend yourself with the power of air.

Benefit: Once per day as a swift action, you can shroud yourself in a mantle of air. This effect grants you a +1 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to AC. This bonus increases by 1 for every four character levels you possess (maximum +6 at 20th level). In addition, thrown and projectile weapons have an automatic 50% miss chance against you while the air mantle is active. This protection lasts for 1 minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

ANIMAL DEVOTION [DOMAIN]

You enhance your own abilities with the characteristics of animals.

Benefit: Once per day as a swift action, you can give yourself the power of a specific animal. Select one of the

following abilities each time you activate the feat. Each effect lasts for 1 minute.

Ape's Fury: Gain a +2 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to your Strength score. The value of this bonus increases by 2 for every six character levels you possess (maximum +8 at 18th level). When you activate *ape's fury,* fur sprouts all over your body and remains until the effect ends.

Cheetah's Sprint: Gain a +5-foot sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to your base land speed. The value of this bonus increases by 5 feet for every four character levels you possess (maximum +30 feet at 20th level). Your body is covered in black spots while *cheetah's sprint* is active.

Hawk's Flight: You can fly as if using the *overland flight* spell. At 5th level and every five levels thereafter, you gain a +5-foot sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to your base fly speed (maximum +20 feet at 20th level). Intangible, luminescent wings grow from your back when you activate *hawk's flight* and remain as long as the effect is active.

Serpent's Strike: You gain a natural bite attack that deals 1d3 points of Constitution damage but no hit point damage. A successful Fortitude save (DC 10 + 1/2 your character level + your Cha modifier) negates the Constitution damage. Creatures immune to poison are immune to this effect. Your upper canine teeth grow into fangs when you activate *serpent's strike* and remain in that form as long as the effect is active.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

Special: You can have multiple abilities active simultaneously. However, you can still activate only one ability per round.

AWESOME SMITE [TACTICAL]

Through a combination of sheer muscle and mystical acumen, you can deliver devastating smite attacks.

Prerequisites: Power Attack, base attack bonus +6, smite ability.

Benefit: This feat allows the use of three tactical maneuvers, each of which requires that you make a smite attack while using the Power Attack feat (minimum attack penalty –1). You must declare the use of this feat before making the attack roll. You can employ only one of these maneuvers at a time.

Demolishing Smite: Your smite attack punches through your enemy's defenses. For the purpose of this single attack, you can ignore a number of points of damage reduction (except DR/— or DR/epic) up to twice your Charisma bonus (if any). For instance, if your Charisma is 17 (+3 bonus), you ignore 6 points of your target's damage reduction when making a demolishing smite.

. . . frustrating her attackers as she closes the ground between them

Illus. by R. Horsley

Overwhelming Smite: Your smite attack can knock an opponent prone. If the attack hits and deals damage, it is treated as though it were also a trip attack. Make a Strength check opposed by the defender's Strength or Dexterity, with all the normal trip modifiers (PH 158). A foe that resists is not entitled to make a trip attempt against you in return. You can attempt an overwhelming smite only once per round.

Seeking Smite: Your smite attack is uncannily guided to its target. For the purpose of this single attack, you ignore any miss chance your foe might have, though your weapon must still be able to strike the target. Thus, while this maneuver allows you to strike an incorporeal creature unerringly with a magic sword, it does not allow you to strike it with a nonmagical weapon.

BATTLE BLESSING

You can cast spells more quickly than usual in the heat of battle.

Prerequisites: Ability to cast paladin spells.

Benefit: You can cast most of your paladin spells faster than normal. If the spell normally requires a standard action, you can cast it as a swift action. If it normally requires a full round to cast, you can cast it as a standard action. Spells with longer or shorter casting times are not affected by this feat.

Table 2–1: New Feats

General Feats	Prerequisites	Benefit
Battle Blessing	Ability to cast paladin spells	Cast paladin spells more quickly
Spontaneous Domains	Ability to cast 3rd-level spells; access to two or more domains	Leave your domain spell slots open to be filled at need
Swift Call	*Special mount* class feature	Call special mount as a swift action
Divine Feats	**Prerequisites**	**Benefit**
Retrieve Spell	Any two divine feats, ability to turn or rebuke undead	Spend turn/rebuke attempts to regain a previously cast spell
Spiritual Counter	Any other divine feat, ability to turn or rebuke undead	Spend turn/rebuke attempts to counterspell
Domain Feats	**Prerequisites**	**Benefit**
Air Devotion	—	Gain bonus to AC; ranged attacks have a 50% miss chance against you
Animal Devotion	—	Gain bonuses based on animal influence chosen
Chaos Devotion	—	Gain bonus on attack rolls or to AC (randomly determined) for 1 minute
Death Devotion	—	Cause one weapon to bestow negative levels
Destruction Devotion	—	Reduce enemy's armor or natural armor bonus for 1 minute
Earth Devotion	—	Move freely through difficult terrain or create difficult terrain
Evil Devotion	—	Grant yourself and allies within 30 feet DR/good for 1 minute
Fire Devotion	—	Appear to be on fire, deal extra fire damage with melee attacks
Good Devotion	—	Grant yourself and allies within 30 feet DR/evil for 1 minute
Healing Devotion	—	Gain or grant fast healing for 1 minute
Knowledge Devotion	—	Gain bonuses on attack rolls and damage rolls against specific creature types based on your knowledge of them
Law Devotion	—	Gain bonus on attack rolls or to AC until your next action
Luck Devotion	—	Improve damage roll to average result
Magic Devotion	—	Make a ranged touch attack that deals 1d6 damage/ two character levels
Plant Devotion	—	Gain +2 bonus to natural armor and fortification effect based on character level
Protection Devotion	—	Create 30-ft.-radius protective aura centered on yourself
Strength Devotion	—	Gain adamantine slam attack and the ability to overcome hardness with melee attacks
Sun Devotion	—	Cause your melee weapon to glow and deal extra sacred/profane damage
Travel Devotion	—	Move your speed as a swift action
Trickery Devotion	—	Create a simulacrum of yourself that can perform certain actions based on your level
War Devotion	—	Improve your ability to fight defensively
Water Devotion	—	Summon a water elemental with HD based on your character level

Bestial Charge [Tactical]

You have learned to take complete advantage of the animal forms you can assume.

Prerequisite: Base attack bonus +4, wild shape class feature.

Benefit: This feat allows the use of three tactical maneuvers, each of which requires that you attempt a charge attack in the round immediately following your shift into animal form using wild shape. If you have the Swift Wild Shape feat (page 62), you can attempt the charge in the same round as you change forms.

Pouncing Charge: You can make a full attack after you charge, as if you had the pounce ability (*MM* 313). If the animal form you have assumed normally has the pounce ability, your bonus on attack rolls when charging increases to +3.

Striking Charge: For the purpose of this charge attack only, you gain an extra 5 feet of reach by suddenly striking forward with your head and neck. You must assume a serpentine animal form to employ this maneuver.

Twisting Charge: You can change direction during a charge, as long as you move at least 10 feet both before and after you turn. You must assume an animal form with four or more legs to employ this maneuver.

Normal: You can make only a single attack after charging, with a +2 bonus on attack rolls. You can charge only in a straight line.

Chaos Devotion [Domain]

The forces of chaos assist you in combat.

Benefit: Once per day as a swift action, you can summon the force of chaos to aid you. When you activate this ability, roll 1d6. If the result is odd, add that number as a sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on your attack rolls until your next action. If the result is even, add that number as a sacred or profane bonus to your AC. At the beginning of each action thereafter, roll the die again and apply the designated bonus. This effect lasts for 1 minute.

Table 2–1: New Feats (cont.)

Metamagic Feat	Prerequisites	Benefit
Imbued Healing	Ability to cast conjuration (healing) spells, access to one or more domains	Provide beneficial carrier effects with healing spells
Reserve Feats	**Prerequisites**	**Benefit**
Charnel Miasma	Access to the Death domain	Force enemies to make Will saves or become fearful
Fragile Construct	Access to the Destruction domain	Reduce object's hardness or construct's DR
Holy Warrior	Ability to cast 4th-level spells, access to the War domain	Gain bonus on weapon damage rolls
Mitigate Suffering	Ability to cast 2nd-level spells	Temporarily restore ability damage
Protective Ward	Access to the Protection domain	Grant bonus to AC to yourself or an ally within 30 ft.
Touch of Healing	Ability to cast 2nd-level spells	Heal 3 points of damage per level of the highest-level healing spell you have available to cast
Umbral Shroud	Ability to cast 3rd-level spells	Impose a miss chance on your enemies' attacks
Tactical Feats	**Prerequisites**	**Benefit**
Awesome Smite	Power Attack, base attack bonus +6, smite ability	Gain various maneuvers you can combine with smite attacks
Bestial Charge	Base attack bonus +4, wild shape class feature	Gain various maneuvers you can combine with wild shape
Holy Potency	Base attack bonus +4, ability to spontaneously cast *cure* or *inflict* spells, ability to turn or rebuke undead	Gain various maneuvers to manipulate positive or negative energy
Wild Feats	**Prerequisites**	**Benefit**
Elemental Essence	Any other wild feat, wild shape class feature	Deal energy damage with your attacks and gain resistance to that type of energy for 1 minute
Great and Small	Wild shape class feature, ability to assume the form of a Large creature using wild shape	Grow or shrink one size category
Swift Wild Shape	Dex 13, Fast Wild Shape, wild shape class feature	Use wild shape as a swift action
Venom's Gift	Two other wild feats, wild shape class feature, ability to assume plant form using wild shape	Imbue your natural attacks with poison for 1 round/level

When you attain 10th level, the die you roll increases to a d8. When you attain 15th level, the die increases to a d10.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

Charnel Miasma [Reserve]

Your close connection to death magic causes others to find your company unpleasant.

Prerequisites: Access to the Death domain.

Benefit: As long as you have a 2nd-level or higher Death domain spell available to cast, you exude an almost imperceptible scent of the grave wherever you go. As a standard action, you can force one foe within 30 feet to attempt a Will save or be shaken for 1 minute. If you use this ability on an already shaken creature and it fails its saving throw, it becomes panicked for 1 minute or until it spends 1 full round out of line of sight of you. Creatures that succeed on this save are not affected again by your charnel miasma for 24 hours.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting death spells.

Death Devotion [Domain]

The power of death imbues your weapon with exceptional might.

Benefit: Once per day as a swift action, you can cause one of your melee weapons to radiate negative energy for 1 minute. When you make a successful attack with this weapon, the target must succeed on a Fortitude save (DC 10 + 1/2 your character level + your Cha modifier) or gain a negative level. You can bestow only one negative level per target for every four character levels you possess (minimum one, maximum five negative levels at 20th level).

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

Destruction Devotion [Domain]

Your attacks weaken your opponents' defenses.

Benefit: Once per day as an immediate action, you can call upon the forces of destruction to weaken your opponents' defenses. If you deal damage with a melee attack (but not a melee touch attack) while this ability is active, you temporarily reduce the struck opponent's armor bonus or natural armor bonus by 1. Reductions from multiple hits stack, to a minimum bonus of +0. If the opponent has both armor and natural armor bonuses, it chooses which one to reduce. Once one bonus reaches +0, the other bonus automatically gets reduced until it

too reaches +0 or the effect ends. This effect lasts for 1 minute, after which all armor and natural armor bonuses reduced in this way return to normal.

Upon reaching 10th level, you reduce your opponent's armor or natural armor bonus by 2 per successful hit.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

EARTH DEVOTION [DOMAIN]

You can manipulate the earth to your advantage.

Benefit: Once per day as an immediate action, you can ignore the effects of difficult terrain or make terrain near you more difficult to move through.

If you use this ability on yourself, you can ignore the effects of difficult terrain for 1 minute. This ability also grants you a +5 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on Balance, Climb, and Jump checks.

If you use this ability to affect nearby terrain, you can change one 5-foot square of earth or stone from normal to difficult terrain for every three character levels you possess (minimum 1 square; maximum 6 squares at 18th level). The first square you change must be within 30 feet of you, and all other squares must be linked to that one in an unbroken line. Thus, the second square must be adjacent to the first, the third must be adjacent to the first or second, and so on. This change lasts for 1 minute.

On attaining 10th level, you can cause stone spikes to grow from any surface you have changed to difficult terrain using this ability. These spikes work like caltrops (*PH* 126), except that the bonus on attack rolls for each spike equals your base attack bonus, and they cannot be swept away. This effect also lasts 1 minute. If you cause spikes to appear underneath a creature on the affected surface, they immediately "attack."

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

ELEMENTAL ESSENCE [WILD]

You can channel the power of the four elements from the natural world around you.

Prerequisites: Any other wild feat, wild shape class feature.

Benefit: When you first select this feat, choose one type of energy: acid, cold, electricity, or fire. This choice cannot thereafter be changed.

You can spend one daily use of your wild shape ability to surround your limbs and weapons with an aura of the chosen energy. While this effect is active, each melee attack you make deals an extra 1d6 points of the appropriate type of energy damage. Additionally, you gain resistance 5 against that type of energy. These effects last for 1 minute.

Special: You can select this feat multiple times. Its effects do not stack. Each time you take it, you must select a different type of energy to which the feat applies. You cannot use this feat to activate multiple energy types at the same time.

EVIL DEVOTION [DOMAIN]

The power of evil cloaks you and your allies.

Benefit: Once per day as an immediate action, you can surround yourself with an aura of evil that grants you and each of your allies within 30 feet damage reduction that can be overcome only by good-aligned weapons. The numeric value of this damage reduction is 1 + 1/five character levels you possess (maximum 5/good at 20th level). In addition, your and your allies' natural and weapon attacks are evil-aligned for the purpose of overcoming damage reduction. This effect lasts for 1 minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

FIRE DEVOTION [DOMAIN]

You can burn your enemies with your melee attacks.

Benefit: Once per day as a swift action, you can sheathe your body in red and orange flames. The fire does not harm you, but you illuminate the nearby area as a torch would. While you are thus alight, each of your melee attacks deals 1 extra point of fire damage + 1 point for every three character levels you possess (maximum +7 at 18th level). This effect lasts for 1 minute.

Any foe injured by this fire ignites and burns for an additional 1d4 points of fire damage per round unless it succeeds on a Reflex save (DC 10 + 1/2 your character level + your Cha modifier). A burning creature can take a move action to automatically douse the flames.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.

FRAGILE CONSTRUCT [RESERVE]

Your innate attunement to the forces of entropy allows you to weaken objects with the force of your will.

Prerequisites: Access to the Destruction domain.

Benefit: As long as you have a 3rd-level or higher Destruction domain spell available to cast, you can enhance the inherent flaws of objects. Using this ability requires a touch or a melee touch attack (if used against an opponent). For a number of rounds equal to your caster level, the hardness or damage reduction of the touched object or construct is reduced by an amount equal to the level of the highest-level Destruction domain spell you have available to cast. This ability cannot reduce an object's hardness or damage reduction below 0.

As a secondary benefit, you gain a +1 insight bonus on all sunder attempts that you make.

GOOD DEVOTION [DOMAIN]

The power of good shields you and your allies.

Benefit: Once per day as an immediate action, you can surround yourself with an aura of good that grants you and

each of your allies within 30 feet damage reduction that can be overcome only by evil-aligned weapons. The numeric value of this damage reduction is 1 + 1/five character levels you possess (maximum 5/evil at 20th level). In addition, your and your allies' natural and weapon attacks are good-aligned for the purpose of overcoming damage reduction. This effect lasts for 1 minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

GREAT AND SMALL [WILD]

By channeling the spirits of all creatures, you can increase or decrease your size without otherwise changing your form.

Prerequisite: Wild shape class feature, ability to assume the form of a Large creature using wild shape.

Benefit: You can spend one daily use of your wild shape ability to either grow or shrink one size category. You cannot use this feat multiple times to grow or shrink more than one category beyond your normal size, nor does this effect stack with others that change your size. You can activate this feat only while in your normal form. This supernatural ability otherwise functions as the spells *enlarge person* and *reduce person* (caster level equals your character level).

Fragile Construct turns a door into a less formidable barrier

HEALING DEVOTION [DOMAIN]

You can heal damage faster than normal.

Benefit: Once per day, you can gain fast healing 1, +1 for every five character levels you possess (maximum fast healing 5 at 20th level). This effect lasts for 1 minute.

You can activate this feat as an immediate action or, if you have a daily available, it automatically activates if you are reduced to 0 hit points or below (but not killed).

Special: As a full-round action, you can transfer this ability to a willing recipient as a touch spell. Doing so counts as one daily use of the ability.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

HOLY POTENCY [TACTICAL]

You have learned to manipulate the energies of the divine to great martial effect.

Prerequisites: Base attack bonus +4, ability to spontaneously cast *cure* or *inflict* spells, ability to turn or rebuke undead.

Benefit: This feat allows you the use of two of the four following tactical maneuvers. The first two maneuvers are available only if you channel positive energy, while the latter two are available only if you channel negative energy.

Balance of Life: The positive energy you channel when healing temporarily bolsters you physically. To use this maneuver, you must first cast a *cure* spell, then attempt either a melee attack or a Strength-based check in the following round. You gain a bonus on that attack roll or check equal to the level of the *cure* spell cast.

Conduit of Life: Two conduits of positive energy (turning and healing) reinforce each other, making your *cure* spells more potent. To use this maneuver, you must first attempt to turn undead, then make an attack with a *cure* spell (or other positive-energy spell) against an undead creature in the following round. You gain a bonus on your damage roll for the spell equal to one-half the result of the initial turning check, and the save DC increases by an amount equal to your Charisma bonus (if any). If you roll a natural 20 on your attack roll when delivering the spell (assuming one is necessary) and the target fails its save, the spell deals double damage.

Conduit of Death: Two conduits of negative energy (rebuking and dealing damage) reinforce each other, making your *inflict* spells more potent. To use this maneuver, you must first attempt to rebuke undead, then make an attack with an *inflict* spell (or other negative-energy spell) against a living creature in the following round. You gain a bonus on your damage roll for the spell equal to one-half the result of the initial turning check, and the save DC increases by an amount equal to your Charisma bonus (if any). Furthermore, the critical threat range of the attack increases by 1.

Touch of Death: The negative energy you channel lingers, increasing the severity of the wounds you inflict. To use this maneuver, you must first cast an *inflict* spell, then attempt a melee attack against a living creature in the following round.

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If the attack hits, it deals extra damage equal to twice the level of the *inflict* spell cast.

HOLY WARRIOR [RESERVE]

Your zeal on the battlefield allows you to deal extra damage in combat.

Prerequisites: Ability to cast 4th-level spells, access to the War domain.

Benefit: As long as you have a 4th-level or higher War domain spell available to cast, you gain a bonus on your weapon damage rolls equal to the level of the highest-level War spell you have available to cast.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting force spells.

IMBUED HEALING [GENERAL]

You imbue your healing spells with additional benefits based on the power of your belief.

Prerequisites: Ability to cast conjuration (healing) spells; access to one or more domains.

Benefit: Whenever you cast a 1st-level or higher conjuration (healing) spell, you not only heal your subject of hit point damage, but you also confer on it a carrier effect deriving from a domain to which you have access. If you have access to more than one of the following domains, choose which carrier effect to use each time you use this ability. Some bonuses are sacred if your deity is good or neutral, or profane if your deity is evil.

Each of these carrier effects has a duration of 1 minute per level of the conjuration (healing) spell cast and an equivalent spell level.

If you are using domains from publications other than the *Player's Handbook*, use the Domains from Publications Other Than the *Player's Handbook* sidebar on page 53 to determine an appropriate domain equivalency.

Air: Electricity resistance 5.

Animal: Scent ability.

Chaos: +2 sacred or profane bonus on a randomly determined ability score.

Death: +4 sacred or profane on saving throws against death effects.

Destruction: +2 sacred or profane bonus on melee damage rolls.

Earth: Acid resistance 5.

Evil: DR 3/good.

Fire: Fire resistance 5.

Good: DR 3/evil.

Healing: 1 temporary hit point per HD. These temporary hit points last for up to 1 hour.

Knowledge: +2 insight bonus on skill and ability checks.

Law: +4 sacred or profane bonus on saving throwsagainst mind-affecting spells or spell-like abilities.

Luck: When rolling for damage, treat any die roll result of 1 as 2, unless 1 is the maximum result possible.

Magic: +2 sacred or profane bonus on saves against spells and spell-like abilities.

Plant: Light fortification (25% chance to avoid extra damage from critical hits and sneak attacks).

Protection: +2 sacred or profane bonus to AC when fighting defensively.

Strength: +2 sacred or profane bonus on damage rolls with any melee attack.

Sun: Low-light vision; +2 sacred or profane bonus on Spot checks.

Travel: +5-foot sacred or profane bonus to base land speed.

Trickery: +6 sacred or profane bonus on Bluff checks.

War: +1 sacred or profane bonus on attack rolls with weapons (not natural weapons).

Water: +6 sacred or profane bonus on Swim checks.

Special: When you use a conjuration (healing) spell to deal damage to a target, you cannot confer one of these carrier effects on that target.

Special: Different carrier effects can affect the same target concurrently, even if the domains are normally opposed in nature (Law/Chaos, Good/Evil, and so forth).

Special: If your conjuration (healing) spell affects multiple creatures, you can choose only one carrier effect per casting. All targets are subject to that same effect.

KNOWLEDGE DEVOTION [DOMAIN]

You can use your knowledge to exploit your foes' weaknesses and overcome their strengths.

Prerequisite: Knowledge (any) 5 ranks.

Benefit: Upon selecting this feat, you immediately add one Knowledge skill of your choice to your list of class skills. Thereafter, you treat that skill as a class skill, regardless of which class you are advancing in. Whenever you fight a creature, you can make a Knowledge check based on its type, as described on page 78 of the *Player's Handbook*, provided that you have at least one rank in the appropriate Knowledge skill.

You then receive an insight bonus on attack rolls and damage rolls against that creature type for the remainder of the combat. The amount of the bonus depends on your Knowledge check result, as given on the following table.

Check Result	Bonus Granted
15 or below	+1
16–25	+2
26–30	+3
31–35	+4
36 or higher	+5

You can make only one Knowledge check per creature type per combat. If you fight creatures of multiple types during the same combat, you can make one Knowledge check per type, thereby possibly gaining different bonuses against different opponents.

Example: Alhandra faces a black dragon, a vampire, and a beholder. She has the Knowledge Devotion feat and ranks in both Knowledge (arcana) and Knowledge (religion). At the beginning of the battle, she makes checks to gain bonuses against the dragon and the vampire, but since she possess no ranks in Knowledge (dungeoneering), she has no chance to gain a bonus against the beholder (an aberration).

Alhandra's Knowledge (arcana) check grants her a +3 insight bonus on attack rolls and damage rolls against the

black dragon. Later, a half-dragon enters the fray. Alhandra cannot make another check since she has already checked for the dragon type this combat, but she can apply the +3 insight bonus to her attack rolls and damage rolls against the half-dragon as well.

This benefit is an extraordinary ability.

LAW DEVOTION [DOMAIN]

The power of law assists you in combat.

Benefit: Once per day as a swift action, you can summon the power of law to aid you. Upon activating this ability, you immediately gain a +3 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on your attack rolls or to your AC until your next action. At the beginning of your next action, you can reallocate the bonus if desired. This effect lasts for 1 minute.

The bonus increases to +5 when you attain 10th level, and to +7 when you attain 15th level.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

LUCK DEVOTION [DOMAIN]

Luck makes your attacks more effective.

Benefit: Once per day as a swift action, you can activate this ability to improve your combat prowess. For 1 minute, if the result of any damage roll you make is below average, you can increase it to one-half the maximum possible (rounded up). This effect works for all damage you deal, whether from physical or magical attacks.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

MAGIC DEVOTION [DOMAIN]

You channel your faith into a bolt of energy that strikes your target from afar.

Benefit: Once per day as a standard action, you can launch an energy bolt as a ranged touch attack against a target within 30 feet, + 5 feet per two character levels you possess. If this attack hits, it deals 1d6 points of damage per two character levels you possess.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.

MITIGATE SUFFERING [RESERVE]

You can temporarily relieve ability damage.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have any *restoration* spell or another conjuration (healing) spell that cures ability damage available to cast, you can confer temporary ability points on yourself or an ally. As a standard action, you can create 2 points + 1 point per level of the highest-level such spell you have available to cast.

These ability points can be applied to any single damaged ability, raising it to a maximum of its starting score. Temporary ability points granted in this way disappear after 10 minutes, returning the subject to its previous damaged state unless some other effect restores the lost ability points first. You can use this effect on the same individual as many times as you wish.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (healing) spells.

PLANT DEVOTION [DOMAIN]

Your body takes on the resilience of plants.

Benefit: Once per day as an immediate action, you can force your body to take on plant characteristics. Your skin becomes brown and barklike, your hair becomes leafy, and your blood oozes like sap. This effect lasts for 1 minute.

While in this form, your natural armor bonus increases by 2. In addition, you gain light fortification (25% chance to ignore extra damage from critical hits and sneak attacks).

The resistance chance granted by this fortification effect increases to 50% when you attain 10th level and to 75% when you attain 15th level. At 20th level, you gain heavy fortification (immune to critical hits and sneak attack damage) while in this form.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.

PROTECTION DEVOTION [DOMAIN]

You exude an aura that protects you and those around you.

Benefit: Once per day as an immediate action, you can activate a protective aura. While it is active, you gain a +2 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to AC, as does every ally within 30 feet of you. This bonus increases by 1 for every four character levels you possess (maximum +7 at 20th level). This effect lasts for 1 minute.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

PROTECTIVE WARD [RESERVE]

Your connection to the divine principle of protection shields you or an ally from attacks.

Prerequisite: Access to the Protection domain.

Benefit: As long as you have an abjuration spell available to cast, you can use a standard action to provide a sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus to AC equal to the level of the highest-level abjuration spell you have available to cast. You can apply this bonus either to your AC or to that of a single ally within 30 feet, and it persists until the beginning of your next turn.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting abjuration spells.

RETRIEVE SPELL [DIVINE]

You can channel raw divine energy to recharge a previously cast spell.

Prerequisite: Any two divine feats, ability to turn or rebuke undead.

Benefit: As a standard action, you can expend turn or rebuke undead attempts to recover a spell you have already cast that day. You must spend a number of daily uses equal to 1 + the level of the spell you wish to recover. You can recover only spells within the class that grants your turn or rebuke undead ability. You cannot, for example, use this ability to regain a previously cast wizard spell.

SPIRITUAL COUNTER [DIVINE]

Your devotion and faith allow you to counter the effects of other spells.

Prerequisite: Any other divine feat, ability to turn or rebuke undead.

Benefit: As a standard (readied) action, you can expend one or more turn or rebuke undead attempts to counter another caster's spell, as though you had cast the same spell yourself (see Counterspells, *PH* 170). You must spend a number of daily uses equal to 2+ the level of the spell you wish to counter (minimum 1) and be able to cast that spell as if it were on your spell list.

Normal: You can counter a spell only by casting the same spell, a specific counterspell, or *dispel magic*.

SPONTANEOUS DOMAINS

You need not prepare your domain spells in advance.

Prerequisites: Ability to cast 3rd-level spells, access to two or more cleric domains.

Benefit: When preparing your spells for the day, you can leave your domain slots open. You can then choose, when the situation arises, to cast any of the domain spells you could normally have prepared for a given level. However, you are still limited to one domain spell per level per day.

Normal: Clerics must prepare their domain spells before casting.

STRENGTH DEVOTION [DOMAIN]

You can overcome an opponent's normal resistance to damage.

Benefit: Once per day as a swift action, you can bypass hardness with your melee attacks for 1 minute. In addition, you gain a slam attack as a natural weapon, and all your melee attacks (natural or not) gain the adamantine property for the purpose of overcoming damage reduction.

As a natural weapon, your slam attack does not provoke attacks of opportunity. It deals damage based on your size and character level, as given on the following table.

Character Level	Damage (S)	Damage (M)	Damage (L)
1st–5th	1d4	1d6	1d8
6th–10th	1d6	1d8	2d6
11th–15th	1d8	1d10	2d8
16th–20th	1d10	2d6	3d6

If you already have a natural weapon, use whichever damage value is higher. You gain a +2 circumstance bonus on any damage rolls you make with that weapon.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

SUN DEVOTION [DOMAIN]

Your weapon blazes with the power of the sun.

Benefit: Once per day as a swift action, you can cause one of your melee weapons to glow with the power of the sun. The illumination radius is the same as that of a torch, but the light is true sunlight and affects creatures within a 10-foot radius as such. This effect lasts for 1 minute.

While your weapon glows, it deals an additional 1 point of sacred (if your deity is good or neutral) or profane (if your deity is evil) damage per character level you possess to any undead it strikes.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each daily turn or rebuke use you expend.

SWIFT CALL

You can call your special mount in the blink of an eye.

Prerequisite: *Special mount* class feature.

Benefit: You can call your special mount as a swift action.

Normal: Calling a special mount is a full-round action.

SWIFT WILD SHAPE [WILD]

You can shift forms in the blink of an eye.

Prerequisites: Dex 13, Fast Wild Shape[CD], wild shape class feature.

Benefit: You can activate your wild shape ability as a swift action.

Normal: Activating wild shape is a standard action.

TOUCH OF HEALING [RESERVE]

You can channel divine energy into healing with a touch.

Prerequisite: Ability to cast 2nd-level spells.

Benefit: As long as you have a conjuration (healing) spell of 2nd level or higher available to cast, you can spend a standard action to touch a target creature and heal 3 points of damage per level of the highest-level conjuration (healing) spell you have available to cast. You can use this ability only on a target that has been reduced to one-half or fewer of its total hit points. The effect ends once you've healed the subject up to half its normal maximum hit points. This ability has no effect on creatures that can't be healed by *cure* spells.

As a secondary benefit, you gain a +1 competence bonus to your caster level when casting conjuration (healing) spells.

TRAVEL DEVOTION [DOMAIN]

You can move quickly around the battlefield.

Benefit: Once per day as a swift action, you can activate this ability to move up to your speed as a swift action each

round. Thus, you can move your speed and then take a full-round action, or move and take two other actions (two move actions or one move action and one standard action). This effect lasts for 1 minute.

Special: You cannot take a 5-foot step in the same round that you use this feat to move as a swift action.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.

TRICKERY DEVOTION [DOMAIN]

You project a simulacrum of yourself that can perform limited tasks.

Benefit: Once per day as a standard action, you can create an exact duplicate of yourself up to 30 feet away. You can control this simulacrum's movements as a free action. The image becomes more "real" as you advance in level. This ability is usable up to a maximum of 1 minute per level each day.

The simulacrum combines the characteristics of the *silent image* (*PH* 279) and *unseen servant* (*PH* 297) spells. Its hit points are equal to 6 + your character level. It ignores terrain effects and moves like an *unseen servant*, making no noise in the process, though it makes normal motions while traveling. If you have a fly speed, the image appears to fly when not in contact with the ground; otherwise, it walks on open air. You can do anything with this image that you could do with the *unseen servant spell* and are under the same limitations.

When you attain 5th level, you gain more control over the simulacrum. At this point, it behaves more like a *major image* spell (*PH* 252), though it still performs actions like an *unseen servant*. As long as the simulacrum remains within 5 feet of your position (and you can direct it to do so as a free action), you can perform a Bluff check in combat as a swift action. You gain a +4 bonus on this check, which is opposed by your opponents' Sense Motive checks. If you are successful, your foes believe the image is you (and vice versa) for 1 round.

Once you reach 10th level, you can spend a swift action to transfer your perceptions to the simulacrum and perceive the world from its point of view rather than your own. You can move the image as if it were your own body, using the simulacrum's movement characteristics (ignoring terrain, "flying," and the like). You can also perform any skill and ability checks using the simulacrum, as long as they do not require a Strength score higher than 2. The image has non-magical phantom versions of all your equipment (such as lockpicks), but any such items that lose direct contact with it immediately dissipate.

When you attain 15th level, the image can become more "real" at your command. It gains a Strength score equal to one-half your own and can perform combat actions using phantom versions of your gear. Any of these items that lose contact with the image dissipate immediately. Thus, the image can wield a sword, but if it shoots a bow, the arrow disappears as soon as it is fired. Equipment that extends more than 5 feet from the image (such as a length of rope) also disappears beyond that distance. In addition, you can now cast spells originating from the image as if with a *project image* spell (*PH* 265), with one exception. If you lose line of effect to the image, the effect does not end; you just can't cast spells originating from the image until you gain line of effect again.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

UMBRAL SHROUD [RESERVE]

You control darkness and shadows.

Prerequisites: Ability to cast 3rd-level spells.

Benefit: As long as you have a 3rd-level or higher darkness spell available to cast, shadows and darkness appear to obey your will. As a standard action, you can direct these shadows to obscure the vision of one foe within 30 feet. If your target fails a Will save, its attacks have a miss chance equal to 5% per level of the highest-level darkness spell you have available to cast. This effect lasts until the beginning of your next action.

Creatures that do not rely on sight are unaffected by this effect, and those with Blind-Fight or similar abilities can fight as they normally would.

As a secondary benefit, you gain darkvision out to 10 feet. If you already have darkvision, its range increases by 10 feet.

VENOM'S GIFT [WILD]

You can imbue your natural attacks with a touch of venom.

Prerequisites: Any two wild feats, wild shape class feature, ability to assume plant form using wild shape.

Benefit: As a standard action, you can expend one daily use of your wild shape ability to envenom your natural attacks for up to 1 round per caster level you possess. An ordinary unarmed strike does not qualify for this benefit; you must have a true natural attack, though it can be the result of a transmutation spell or other shapechange effect.

Poison: Injury, Fortitude negates (DC 10 + 1/2 your HD + your Con modifier), 1d2 Str/1d2 Str.

WAR DEVOTION [DOMAIN]

You can control your abilities more effectively in combat.

Benefit: Once per day, when fighting defensively as a standard or full-round action, you take a –3 penalty on all attack rolls in a round and gain a +3 dodge bonus to AC in the same round. When you attain 7th level, your penalty on attack rolls drops to –2 and your dodge bonus increases to +4. When you attain 15th level, your penalty on attack rolls drops to –1 and your dodge bonus increases to +5. This bonus stacks with the bonus to AC granted by the Combat Expertise feat. This benefit is an extraordinary ability.

Normal: When fighting defensively, you take a –4 penalty on all attacks in a round and gain a +2 dodge bonus to AC for the same round.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each three daily turn or rebuke uses you expend.

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Spellcasters aren't the only ones who can call on a little "elemental assistance"

WATER DEVOTION [DOMAIN]

You can create a water guardian.

Benefit: Once per day as a standard action, you can pour the contents of a full waterskin on the ground and summon forth a water elemental on that spot. The creature remains and follows your commands for 1 minute. The size of the elemental is based on your character level, as given in the table below.

Character Level	Water Elemental Summoned
1st–5th	Small
6th–10th	Medium
11th–15th	Large
16th–20th	Huge

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

PC Organizations

Each organization described in this section has ties to the divine. Many of the prestige classes associated with these groups, however, have requirements and benefits best suited to nondivine characters. The leaders of most religious organizations realize that they cannot depend entirely on clerics or paladins to do all the work of their deities, so they've found niches for characters of many classes and backgrounds.

Some of the organizations described in the following sections sponsor one or more prestige classes. In such cases, the information common to all of them is presented with the organization description, and that pertaining only to a single prestige class is presented with that class's description in the Prestige Classes section beginning on page 80.

These organizations resemble the affiliations described in Chapter 1 to some extent. They use a modified version of the organization format first introduced in *Dungeon Master's Guide II*. The benefits entry for each organization includes affiliation criteria and a list of ranks and titles like those of a church. (These effectively take the place of the benefits available to characters with the Favored in Guild feat.) For more information about affiliations, affiliation criteria, and affiliation benefits, see Chapter 1.

DISCIPLES OF LEGEND

"Let the guides of the past show us our path to the future."
—Mikolai Laziros, mythic exemplar of Reikhardt

The Disciples of Legend are students of the past who view the great mythic heroes of bygone ages as models for a life of skill and virtue. While they honor and respect many such ancients, their primary focus is on the legendary Six from Shadow (see the sidebar). By studying and emulating these heroes, the Disciples of Legend hope to better themselves and the world around them.

JOINING THE DISCIPLES OF LEGEND

The classes most often represented in the Disciples of Legend are cleric, fighter, marshal[MH], ranger, rogue, and wizard. These preferences are not based on any specific requirements but represent the choices that provide abilities similar to those of the Six from Shadow. Members of other classes are free to join as well, and it includes a respectable number of bards, favored souls[CD], warmages[CAr], and knights[PH2].

Entry Requirements

Skill: Knowledge (history) 3 ranks.
Special: Although the organization does not have a specific alignment requirement, members who behave contrary to its teachings are quickly expelled. Thus, evil members are rare.

The Disciples of Legend focus on their energies on two goals: to learn more about the Six from Shadow (and other historical heroes), and to put that knowledge to use by performing heroic deeds similar to those of their legendary patrons. Clerics, fighters, marshals, rangers, rogues, and wizards not only emulate the Six most easily, but they also gain the most benefit from the organization's signature prestige class, the

mythic exemplar (page 86). Thus, they most frequently represent the Disciples of Legend on adventures and as emissaries to governments, churches, and other factions.

AFFILIATION SPECIFICS

The following criteria apply to members of the Disciples of Legend.

Criterion	Affiliation Score Modifier
One-Time	
Character level	1/2 levels
Knowledge (history) 5 ranks	+1
Has at least one level of cleric, fighter, marshal[MH], ranger, rogue, and/or wizard	+1
Has at least one level of mythic exemplar	+2
Descended from one of the Six from Shadow	+6
Descended from one of those who died during the battle to banish Tharizdun	+2
Has actively battled a cult of Juiblex at least once	+2
Has actively battled a cult of Tharizdun at least once	+2
Evil alignment	–6
Multiple Use	
Completes a successful endeavor with aid and assistance from the Disciples of Legend	+6
Allows the death of a follower or cohort gained with the favored of paragons benefit (see below) while under own command	–2
Fails an endeavor with aid and assistance from the Disciples of Legend (see Favored of Paragons)	–4

Rank	Affiliation Score	Titles: Benefits and Duties
0	3 or lower	None.
1	4–10	**Disciple of Paragons:** Gain access to supplies and training.
2	11–20	**Scion of Paragons:** Gain access to Disciples of Legend library and records.
3	21–29	**Favored of Paragons:** Gain access to aid and assistance.
4	30 or higher	**Legendary Paragon:** Gain heroic inspiration.

DISCIPLES OF LEGEND BENEFITS

The organization known as the Disciples of Legend is a quasi-religious sect in many ways. The respect with which its members view the Six from Shadow borders on worship, and members are expected to conduct their daily lives according to a strict set of behaviors modeled upon those of the legendary heroes.

Disciple of Paragons: The organization's wizards and clerics can provide you with spells and minor magic items. If you are a wizard, other member wizards might be willing to trade spells with you, or at least charge only 75% of the normal market value. Similarly, you can buy scrolls and potions for 75% of market value.

The Disciples of Legend can provide training in most classes. If your campaign involves training times or costs, training with the Disciples requires only half the standard amount of either. Furthermore, you can choose one of the organization's six primary classes and henceforth treat it as a second favored class for the purpose of determining multiclass penalties.

Scion of Paragons: The organization's library of ancient lore focuses on the heroes of the mythic past, but the material covers a substantially wider array of topics. Accessing the library grants you a +1 circumstance bonus on all Knowledge checks for every hour spent in research (maximum +8 for Knowledge [history] and +3 for all other Knowledge skills).

Favored of Paragons: Once per year per five class levels (maximum four times per year at 20th level), you can call on the organization for aid to combat some evil force or cult. This aid takes the form of a number of followers and cohorts, determined as though you had the Leadership feat (*DMG* 106), but only for the duration of that specific endeavor.

Legendary Paragon: Once you have attained this rank within the organization, you can provide heroic inspiration to other members. Your presence in battle grants each Disciple of Legend within 60 feet (other than yourself) a +1 morale bonus on attack rolls and saves against mind-affecting spells and abilities. This is a supernatural ability.

THE SIX FROM SHADOW

Many ages past, the Mad God Tharizdun and his cult of lunatics threatened to destroy the entire known world. In an alliance unheard of before or since, the various deities and their priesthoods put aside their enmities and moved as one against the forces of the Lord of Entropy. And while the deities struggled to imprison Tharizdun in a distant realm, a veritable army of heroes of every faith marched into battle against his cult.

When the chaos had faded and the dust had settled from the air, only six remained of this army of thousands. From the shadow of Tharizdun's greatest temple came the clever Dardallion of Greyhawk, the devout Imdastri of the Heavens, the sagely Ktolemagne Sky-Reader, the relentless Orsos the Black, the brutish but brilliant Sunyartra Eight-Fingers, and Lord Marshal Sir Reikhardt of Geoff. These heroes became known as the Six from Shadow. For the remainder of their days, they refused to speak in any detail of what had befallen them in the depths of Tharizdun's shrine. Whatever it was had a lasting effect, however, because these six—originally of wildly varying beliefs, faiths, and alignments—never again separated. Together they destroyed uncountable evils, from the duergar who invaded Olstice to the dread dracolich Ampathzeredes, who sought to become the heir of Vecna in the mortal world. Only decades later, after half their number had fallen against the Fleshless Brethren (vile worshipers of the demon Juiblex) did the remainder of the Six go their separate ways, vanishing from recorded history.

The Disciples of Legend have made every effort to uncover and record all knowledge available regarding the Six from Shadow, but the organization's leaders have actually quashed one bit of information. They have hidden the identities of the deities worshiped by these six heroes—even the cleric Imdastri's allegiance remains unknown. The organization wants the Six to serve as paragons for all who would follow in their footsteps, and its leaders believe that making public the names of those deities would discourage adherents of other faiths.

PLAYING A DISCIPLE OF LEGEND

You have devoted great effort, if not the entirety of your waking hours, to emulating the Six from Shadow and other legendary heroes. You might have selected one of the Six to serve as your primary guide, or you might simply seek to live up to the reputation of the group as a whole.

Whatever your specific focus, you work to destroy powerful evils or dangers wherever they appear, seeking them out not for treasure or gain, but to protect the innocent or to maintain the natural order of the world. You also attempt to live a life of virtue. Dedicating yourself to this goal doesn't mean you must follow any particular code, or live like a paladin or a monk. It simply means you avoid behaviors that reflect poorly on you or the organization, and you try to make decisions as a hero would rather than as a common person. You are a believer in the old ways, though not necessarily a blind traditionalist.

Combat

You fight in the way that is most appropriate to both your class and the specific hero you emulate, if any. You've studied tales to learn the favored tactics of the Six from Shadow, and you do your best to fight accordingly, though not at the expense of combat effectiveness. (See the mythic exemplar class description on page 86 for more detail on how each of the Six fought.)

Advancement

Many historical and religious groups exalt the Six from Shadow, and their tale is not well known, so you might have learned of them almost anywhere. Perhaps you modeled yourself after one of them early and only later discovered the Disciples of Legend. Alternatively, someone in your religious community might have taken note of your similarity to one of the Six and pointed you in the right direction. In either event, the Disciples of Legend were happy to take you in.

Unless you've chosen to go the route of the mythic exemplar, your training is as strict and thorough as you wish it to be. As long as you study the Six from Shadow and attempt to follow their example and the precepts of the organization, you are permitted to continue on as you choose.

Missions

The organization does not assign specific quests. Instead, it alerts you to evils of the sort that the Six from Shadow faced, or to sources from which you might be able to retrieve historical texts or valuables on behalf of the organization. Your leaders never order you to undertake a given mission. Should you consistently refuse such requests, however, you're likely be expelled from the group because you are clearly failing to follow the example of your paragons.

In addition to undertaking at least some of the quests suggested by the Disciples of Legend, you must contribute to the growth and research capability of the organization. You have no specific dues, but you should donate a small portion of all treasures you acquire while you are a member (5–10% is customary). Additionally, you are expected to share any knowledge you obtain. Historical information is best, but any sort of lore is valuable.

Resources

Because the organization appeals primarily to characters who are already seeking guidance in their lives, and because most of its money goes to historical research, membership offers only a few tangible benefits—and those are available only to members who have attained a certain rank, as described above.

DISCIPLES OF LEGEND IN THE WORLD

"I'd think ill of them for always looking backward rather than forward, were it not for the fact that they're at least as skilled—and usually a lot more virtuous—than those who keep both eyes on the future."

—Alhandra, paladin of Heironeous

Because the members of this small but devoted organization model their behavior on that of legendary heroes, adventurers are likely to encounter them. They could be rivals seeking the same reward as the PCs, allies against a terrible foe, or potential patrons for characters who embody the abilities and attitudes of the Six from Shadow. As long as your campaign has legendary heroes, it has a place for the Disciples of Legend.

Structure

The Disciples of Legend has only a few thousand members. The organization was founded slightly over a century ago by Darvalius Vetticlarus, an adventuring cleric. Darvalius had long been aware of the tales of the Six from Shadow, but it was not until he was exploring the ruins of an old temple to Tharizdun that he realized how instrumental those heroes had been in the Mad God's defeat. Soon thereafter, Darvalius founded a small circle of like-minded scholars to study the Six. Others were attracted to their research, and what began as little more than a study group within a church of knowledge expanded into an independent organization that sought not only to learn all about the Six from Shadow, but also to emulate them.

Today, the organization maintains a semireligious structure. Most of its members have equal standing; the affiliation ranks described above are titles of respect, not formal authority. Its decision-making body is a council consisting of six individuals—one of each primary class—called Speakers of the Ancient Voice. These individuals function somewhat like priests, regardless of their classes. A single leader, known as the Grandchild of Heroes, is elected by the speakers to serve as the council's chair. This individual can drive the discussion, and her vote is worth two speakers' votes, but her rule is not absolute. The current Grandchild is the gnome Laldaraat Indlin, a wizard/mythic exemplar of great power.

Beyond acquiring additional knowledge about the Six from Shadow and other ancient heroes, and standing against the same sorts of threats they confronted, the Disciples of Legend have no specific agenda or prescribed activities.

NPC Reactions

Nonmembers view the Disciples of Legend with a combination of respect for their abilities and devotion and mild disdain for their obsession with the past. In areas where the Six from Shadow figure prominently in local legends, or where the organization has battled great evil in recent generations, a Disciple of Legend can expect a reaction one step nearer to helpful than normal. In all other areas, positive and negative views tend to cancel each other out, and typical

reactions are no different than they would be for other wandering adventurers.

DISCIPLES OF LEGEND LORE

Characters who have ranks in Knowledge (history) can research the Disciples of Legend to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The Disciples of Legend are a group who worship a band of ancient heroes.

DC 15: The Disciples of Legend study and revere ancient heroes, particularly the legendary Six from Shadow.

DC 20: The Disciples of Legend were originally followers of some deity of knowledge. They strive to live in accordance with the example (as they interpret this) of one or more of the Six from Shadow.

The Disciples treasure their contacts with churches of the various deities of knowledge, such as Boccob, as well as with arcane guilds and sages. Thus, the best means of contacting the organization is to go through one of these sources. Even those who cannot point directly to a Disciple of Legend might know someone who can.

THE RELIQUARY OF SIX

The Reliquary of Six is the central headquarters of the Disciples of Legend. Built over ancient ruins once occupied cultists of Juiblex called the Fleshless Brethren, it houses the Disciples' library and serves as home to some of its most devoted members.

The three secret trapdoors connect to each other, by way of a small underground tunnel, as well as to a secret exit located roughly 100 yards beyond the fortress walls.

Keyed Locations

Refer to the accompanying map for each of the following points of interest within the fortress.

1. Main Hall: This heavy door is reinforced with iron and barred on the inside. It is normally barred. Guards stand on duty here at all times.

2. Cloak and Weapons Room: Visitors are permitted (read: required) to store cloaks, coats, weapons, and other gear here.

3. Sitting Room: Guests of the Disciples are often asked to wait here, while meetings are arranged or officials summoned.

4. Dining Hall: Disciples of Legend who dwell within the fortress take their meals here. The smaller table is reserved for guests of the Disciples, should any be present.

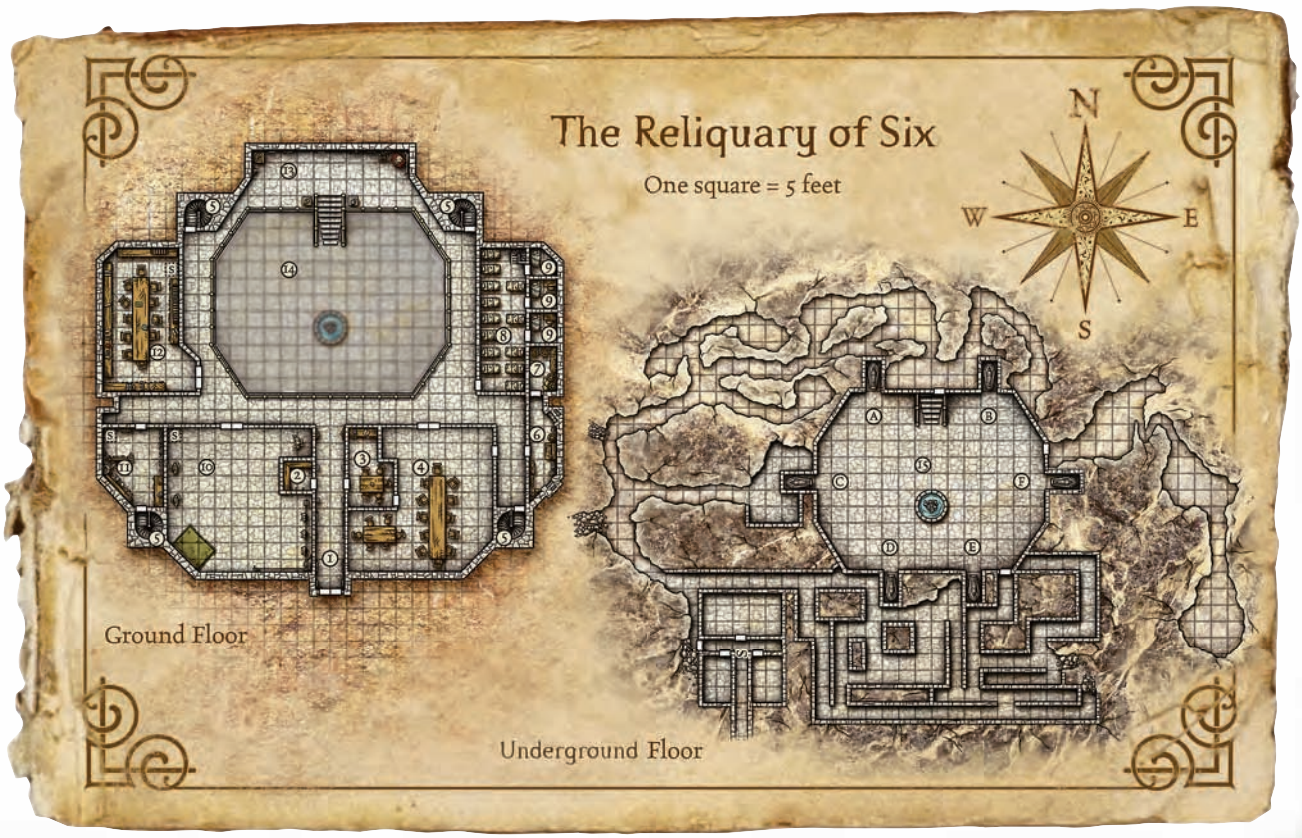
5. Watchtowers: These four towers extend upward from the fortress, allowing a clear view of the surrounding countryside. They are always manned with two guards apiece. The stairs lead to the tower roofs (not shown).

6. Kitchen: Meals are prepared here on several large stoves and spits.

7. Storage: Foodstuffs and other supplies are stored here. The chamber is kept cool through a combination of insulation and minor magics.

8. Barracks: Most of the Disciples who dwell here live in these communal barracks. Each bed contains built-in drawers underneath for storage of personal items. The stairs lead to a second chamber above, identical in layout to this one, for additional living space.

9. Private Quarters: A few of the Disciples' most respected and decorated members are rewarded with private living quarters.



10. Training Area: While much of the martial training offered by the Disciples takes place in the yards outside, this inner training area is used for smaller exercises and the practice of high-level techniques.

11. Arsenal: The Disciples keep extra arms and armor here.

12. Library: This great library is lined with bookshelves, mostly containing historical and mythical recountings of the Six from Shadow and other great heroes. At almost all times of day and night, a few Disciples can be found here studying.

13. Altar of Heroism: This large balcony contains various objects of mythic significance—broken weapons, bones of great monsters, and the like—as well as several carved murals of the Six from Shadow. The stairs lead down to area 15.

14. Overlook: This is not a chamber at all, but a large open area allowing passersby to look down into the reliquary.

15. The Reliquary: The spiritual heart of the Disciples of Legend, this enormous stone chamber is carved with scenes taken from every known tale of the Six from Shadow. A large fountain stands in the center, topped by a sculpture of all six standing back to back. The niches marked A through F are sepulchers dedicated to the Six themselves, although only three have remains in them. Within each one is an enormous stone sarcophagus, carved with the likeness of one of those great heroes. The doors that lead out into the abandoned complex of the Faceless Brethren are all solid stone, and barred from within.

DISCIPLES OF LEGEND IN THE GAME

When introducing the Disciples of Legend, play up its members' devotion to the Six from Shadow. The PCs are accustomed to meeting all sorts of adventurers, so focus on the beliefs and attitudes that make the Disciples of Legend stand out from the rest. They might quote from ancient tales of the Six, or pepper explanations and arguments with comments such as "Because it's what Ktolemagne would have done!" However, these NPCs are not fools or mindless drones parroting tales they don't understand; portray them as individuals who truly believe in following the examples of the legendary heroes.

The Disciples of Legend can be a means of introducing the PCs to specific threats in the campaign world, or to the legends of the Six from Shadow, which might in turn inspire the PCs to undertake their own quests. Alternatively, NPC mythic exemplars serve as examples of what can be accomplished by following the old ways. Perhaps contact with such individuals might inspire your PCs to seek out and join the organization themselves, since membership could open up a wide range of potential adventures.

Adaptation

While the Disciples of Legend and associated prestige classes are based heavily on the Six from Shadow, they can easily be altered to venerate historical heroes from your own setting. As long as you keep the specific classes of the legendary heroes the same, you can easily change the background flavor and behavioral requirements to suit your purpose.

Sample Encounter

Nearly all encounters with Disciples of Legend occur in an adventuring context—most likely involving opposition to a great evil or a search for ancient lore. In both cases, members of the organization could become either allies or enemies of the PCs, depending on the compatibility of their goals.

EL 11: The mythic exemplar Mikolai Laziros (page 89) is one of the most active Disciples of Legend. A military leader, he frequently volunteers to lead soldiers on behalf of any nation or cause whose forces are attempting to destroy dangerous and evil foes. His squire, Ezria Birrinsdottir (page 112), serves as his bodyguard—and as his voice of reason when he becomes too wrapped up in a cause to consider the practical ramifications. If the PCs get involved in a large-scale military conflict, these two are likely to fight on their side, but if both of the conflicting forces are non-evil, the PCs could face Laziros and Birrinsdottir across the battlefield.

The statistics for these characters can be found with the descriptions of their respective prestige classes.

GUARDIANS OF THE GREEN

"The earth is our mother and father, and all living creatures are our siblings. Would you not be willing to fight and die for the safety of your family?"

—Hasayla, Knight of the Green

The organization known as the Guardians of the Green is devoted to protecting all natural things and spaces. This goal seems laudable, but the group can take the concept to an extreme. Its members are often militant and uncompromising in their defense of the natural world. Though rarely evil, they are unpopular with and suspicious of city folk.

JOINING THE GUARDIANS OF THE GREEN

Most characters who are willing to go to battle to protect nature are welcome among the Guardians of the Green. Druids and rangers are the organization's most common members, but barbarians, clerics of nature deities, monks, and others who are attuned to the natural world make up a significant percentage of the membership. Some join the Guardians because they love the wilds with an abandon that few ever experience—even in the love of another person. Others are drawn to the organization because they are angered by the wanton destruction of natural beauty.

Entry Requirements

Skills: Knowledge (nature) 4 ranks, Survival 4 ranks.
Special: Full initiation takes place only after the candidate has spent a moon cycle in the wilderness with other members. During this time, the new member's loyalty is tested in battle if possible.

Though it welcomes members of several religions (chiefly followers of Ehlonna and Obad-Hai, and those who revere nature itself), the organization is a spiritual one in its own right. Its leadership is chosen almost exclusively from among its druids, clerics, and other religious leaders, regardless of their personal beliefs, and a reverence for all natural life pervades the group's actions. All members are holy warriors in an ongoing struggle to defend that which is green and growing from encroaching civilization. Rangers and rogues undergo special training as guerrilla soldiers and saboteurs, whereas monk or barbarian members might choose a more primal path.

AFFILIATION SPECIFICS

To gain a new rank in the Guardians of the Green, you must spend two cycles of sunrise and sunset in the wilderness, communing with nature. Anyone who accompanies you must also be a member of the Guardians of the Green.

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Handle Animal 5 or more ranks	+1
Profession (herbalism) 5 or more ranks	+1
Knowledge (nature) 10 or more ranks	+2
Survival 10 or more ranks	+2
Can cast arcane or divine spells that have any elemental descriptor	+1
Lives more than 20 miles from a village or larger community for at least 1 year	+1
Multiple Use	
Explores a new wilderness area	+2
Defeats a foe caught destroying wild plants or animals or ruining a natural landscape	+1/4 creature's CR
Lives in a small town or larger community for more than 1 month	–2
Destroys or kills a wild plant or animal (except to harvest it properly or protect other life)	–4
Fails to prevent the destruction of a natural area	–4
Fails to prevent the destruction of a sacred grove or untouched natural area	–15

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Initiate of the Green:** Gain a +2 bonus on Survival checks made in natural areas.
2	13–21	**Warden of the Green:** Gain a +2 bonus on Hide and Move Silently checks made in natural areas.
3	22–29	**Knight of the Green:** Once per day, gain a bonus equal to +1/three character levels on one attack or damage roll when fighting in a natural area.
4	30 or higher	**Regent of the Green:** Once per day, use *control plants* or transport via plants as a spell-like ability (caster level equals your character level).

GUARDIANS OF THE GREEN BENEFITS

The Guardians of the Green do not provide access to any place that a PC could not normally go. However, traveling in wilderness areas can be safer for members, since those assigned to care for specific places help their own whenever possible. In addition, members undertaking approved Guardians missions receive the services of experienced guides, if available.

Because this organization often engages in guerrilla tactics, maintaining anonymity is necessary to protect members from the prejudices of others. The Guardians are shunned and distrusted in most major cities, but proving that someone is a member is difficult. Thus, the benefits granted at specific ranks in the organization focus on protection and mobility.

Initiate of the Green: By the time you earn this rank, you have learned new methods of surviving in the wild from your fellow Guardians of the Green. This benefit manifests as a +2 bonus on Survival checks made in natural areas.

Warden of the Green: Upon advancing to this rank, you are ready to undertake a variety of information-gathering and sabotage methods on behalf of the organization. To enhance your success, you receive training that gives you a +2 bonus on Hide and Move Silently checks made in natural areas.

Knight of the Green: At this rank, you begin to take the fight to the enemy. Because of your experience in using natural terrain to your advantage, you can grant yourself a bonus equal to +1/three character levels on a single attack or damage roll made while fighting in a natural area.

Regent of the Green: At this rank, you are among the organization's most respected members. Your knowledge and expertise is needed on all fronts, so the ability to travel quickly and gain allies wherever you go is vital. Thus, you gain the ability to use either *control plants* or *transport via plants* once per day as a spell-like ability (caster level equals your character level). You can select which ability to use when the occasion arises.

PLAYING A GUARDIAN OF THE GREEN

As a Guardian of the Green, you swear to put nature above all other concerns. Nothing is more sacred to you, in this world and in the next. Since joining the organization, you have come to understand that humanoids are the only natural creatures capable of profaning themselves and their environments and rendering whole areas incapable of supporting life. If you are of good alignment, you could seek to heal such sinners through compassionate teaching. If you're evil-aligned, you might believe that all humanoids outside the organization should be killed if they refuse to convert. If you have a neutral outlook, you weigh the various factors before choosing a course of action. Whatever your alignment, you defend the safety of wild spaces. Others help, hinder, or get out of the way.

As an organization, the Guardians of the Green is secretive, but social intrigue is not their strong suit. The more involved you become with the Guardians, the more difficult it becomes to maintain a life or career in any urban area. Those who know you well might not object, but the organization has many enemies. It prefers that you keep your allegiance completely secret, so that you cannot be pressured by foes to reveal its movements. Among your fellow members, however, you can hone your skills, seek adventure, and earn glory. If you earn a reputation for loyalty and heroism, you will be rewarded with positions of authority and faithful support.

Combat

With limited resources in both materials and personnel to draw upon, hit-and-run tactics are usually your best bet in combat. When your mission is to discourage the settlement of an area or sabotage an enemy's camp, get in and out as quickly as possible, maximizing damage while minimizing casualties. Honorable battle is meaningless against those who harm nature—hurt them without allowing them to hurt you. Ranged combat best accomplishes this end, along with stealth, careful planning, and teamwork.

Advancement

The organization recruits carefully, so the offer to join them came only after a long period of observation. Your affiliation with the Guardians of the Green most likely began when a druid befriended you, and the two of you discussed ideology over a cup of tea. Later, he asked you to join him and a few friends in a mission, such as securing a forest against orc intruders. Shortly thereafter, your friend told you about the Guardians of the Green and asked you to join on a trial basis. The members sometimes use a *zone of truth* spell to weed out spies, but for the most part, they are friendly and welcome newcomers.

Once you gave your commitment to the Guardians of the Green, you began training for your future work, through mentoring by senior members and undertaking missions of your own. To remain in good standing, you must regularly perform services for the organization, many of which are dangerous or illegal. You are also obligated by your oath to report antinature activities to your superiors. You have learned to choose your allies carefully; divided loyalties are deadly.

Membership grants little status outside the organization. Indeed, keeping it a secret is recommended. Within the Guardians, however, all are treated like family, and particularly valiant members receive special training based on their skills and inclinations. The Guardians of the Green sponsor three prestige classes: the holt warden (page 84), the fist of the forest (page 80), and the forest reeve (page 82).

Missions

The Guardians of the Green undertake many different activities. Most often, members defend a wild region from destruction through battle, sabotage, or—or when dealing with innocent settlers—mischief or diplomacy. Larger schemes include kidnapping enemies to force negotiation, destroying harmful artifacts, or mounting an expedition to seek aid. Reconnaissance missions are common, both to learn enemy strategies and to investigate rumors of danger. Occasionally, you might be asked to seek out a fellow member who has ceased contact and determine her status. The Guardians can rarely spare more than the bare minimum of resources for a mission, so you are solely responsible for success or failure.

All participation in the Guardians of the Green is voluntary. If you do nothing for the organization, you get nothing in return, but as long as you keep its secrets, the only retribution you face is snubbing from your fellow members.

Resources

Because it is a volunteer group run on private funds, the organization rarely provides you with any economic benefits. In fact, you are regularly asked for donations. Inherently antimaterialistic, the Guardians are poor in material wealth but generous in spirit. Members enjoy the benefits of inclusion in a close-knit community that is known even among its detractors for taking good care of its own.

Though the Guardians of the Green can be vicious toward those who dishonor nature, they are exceedingly compassionate toward fellow members. You need never pay for healing services, and you receive healing potions in advance for approved missions. Within reason, you can request divine magic items, as long as you are a member in good standing and provide all necessary raw materials. And should you ever run afoul of the local authorities, the organization can arrange a safe hiding place.

The organization can provide you with light, simple weapons if you have none of your own. Once you rise to a position of authority, you might occasionally receive gifts of masterwork or magic equipment, particularly when a band includes members with the ability to craft such items.

Though largely divorced from urban life, the Guardians of the Green can keep you apprised of events in local wilderness areas, and might even be able to provide information about natural areas of distant lands. Upon induction into the organization, you learned a code of trail signs that you can leave in wilderness areas to alert other members to the presence of danger, resources, a being in need, and so on.

GUARDIANS OF THE GREEN IN THE WORLD

"They can call themselves Guardians of the Green if they like, but I say that name's just a fancy way of sayin' they hate everybody who wasn't born covered in leaves."

—Renoch Blacksmith, mayor of Pelorsburg (population 238)

This highly versatile organization can fill many different roles in a campaign world, depending on how you portray a local chapter. A particularly militant group might be an antagonist for the PCs, while a more moderate band could become an ally or even sponsor a party of PCs, thereby providing a starting point for an entire campaign.

Structure

The Guardians of the Green claim that their organization was never founded—not by mortals, at any rate. According to the group's legends, it has existed since the first humanoid was born. These tales claim that all humanoids were intended to be guardians of the natural world, and that city dwelling perverts this divine charge. Few outside the organization believe this tale of its origin, though no one knows of any better explanation.

Loosely organized at best, a chapter of the Guardians of the Green functions according to the area in which it operates. Outside a flamboyantly wasteful city, local members might follow strict protocols and hierarchies. Alternatively, the forests outside a prosperous but cruel city might be guarded by heroic outlaws.

The leaders of individual Guardians chapters are elder holt wardens. A smaller band might choose a single leader by consensus, whereas a larger one might elect a small council instead of a single elder. Most leaders serve for life, and a leader's word is law within her own band. Forest reeves sometimes serve presiding holt wardens as generals.

Each band gathers in the local forest, but strongholds are difficult to find. Members disdain permanent structures, preferring to sleep in the open, or in tents during bad

weather. Nevertheless, a typical band has two or three preferred gathering places where its members plan missions or craft equipment. The organization as a whole is not sufficiently organized to have a headquarters, but the elders hold an annual grand council, drawing representatives from every band on the continent. This gathering takes place at a different time and location every year, for the sake of safety.

Though each band is unified, factions exist within the organization as a whole, and bands continually bicker with one another over decisions or territory. Overt hostilities are unheard of, and the Guardians of the Green always unite against common foes, but internally, members disagree about the best way to protect the land they all hold sacred.

NPC Reactions

Because the organization places the welfare of growing plants above that of humanoids, it is unpopular in settled areas. Farmers wonder whether the next field they clear will be one too many for the watching Guardians. Miners are sure that in the event of a cave-in, any members in the area will be more worried about the trees uprooted on the hill above than about the life flickering out below.

In fact, these warriors of nature are concerned mainly about wanton misuse of the land, not the average villager. But they spend so much time apart from society that they sometimes forget the art of diplomacy, and poorly chosen words can be twisted to rally the public against the Guardians of the Green. Thus, attitudes toward the organizations vary according to individual beliefs, but the most common reaction is unfriendly.

Guardians of the Green Lore

Characters who have ranks in Knowledge (nature) can research the Guardians of the Green to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The Guardians meddle in the affairs of city folk and sometimes stop people from plowing or clearing land.

DC 15: The organization protects the forests by any means necessary. Its members are always at odds with local governments and, in some places, joining the group is illegal."

DC 20: The Guardians can be extremists, but they protect the innocent and are ferocious toward destructive enemies. They are harsh but fair and will hear you out.

DC 30: Characters who achieve this level of success can learn important details about the Guardians of the Green in your campaign, including the organization's history, notable members, the areas where they operate, and the kinds of activities they undertake.

Because of the group's secrecy, making contact with the Guardians of the Green can be difficult. However, a member or two can often be found in the local jail, usually on charges of vandalism.

Guardians of the Green in the Game

Since every band is a little different, NPC Guardians of the Green can behave in a variety of ways. Lawful members are organized and militant, while chaotic ones are radical extremists. Good members seek healing and negotiation, while evil ones seek vengeance against those who despoil the land. The one goal that all Guardians of the Green share is a fanatical devotion to the earth and its welfare.

The Guardians of the Green can make excellent allies or villains, depending on the attitudes of a band and its leaders. Tailor your local band to the kinds of cities that exist nearby and consider the sort of interactions you want its members to have with your PCs.

Adaptation

The organization works best in settings that feature large wilderness areas with cities beginning to encroach upon them. Within that framework, you can adapt the Guardians of the Green to later eras and to a variety of game styles. Where only a few wilderness areas remain, the local band is tiny and desperate. In a setting with few large cities, the Guardians of the Green might be so extreme that even basic agriculture is seen as enslavement of nature.

Sample Encounter

The Guardians of the Green can be easy to irritate. Chopping down the wrong tree at the wrong time might make foes out of the local members. On the other hand, allying with the organization against an evil overlord who is also destroying the forest could produce lasting friendships.

EL 15: The PCs come upon Hasayla the holt warden (see page 85), Denon the forest reeve (see page 83), and Sorag the fist of the forest (see page 81) valiantly fighting a gang of twenty-five gnolls in a filthy clearing, denuded of trees. Felled logs are stacked on a nearby cart. Sorag is too busy to notice the PCs at first, but Denon trains an arrow on the newcomers while Hasayla, still concentrating on the gnolls, shouts, "Are ye friends of nature?" The statistics for these characters can be found with the descriptions of their respective prestige classes. A statistics block for a typical gnoll is provided below.

Gnoll **CR 1**

CE Medium humanoid (gnoll)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +3
Languages Gnoll

AC 15, touch 10, flat-footed 15
(+2 armor, +2 shield, +1 natural)
hp 11 (2 HD)
Fort +4, **Ref** +0, **Will** +0

Speed 30 ft. (6 squares)
Melee battleaxe +3 (1d8+2/×3)
Ranged shortbow +1 (1d6/×3)
Base Atk +1; **Grp** +3
Atk Options Power Attack

Abilities Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8
Feats Power Attack
Skills Listen +2, Spot +3
Possessions leather armor, battleaxe, shortbow with 10 arrows

THE PARAGNOSTIC ASSEMBLY

"Nothing in this world, or any other, is more worthy of worship or more precious a treasure than knowledge itself."

—Pallavarta Santalieri,
Master of the Unturned Page

The Paragnostic Assembly is sometimes described as a group of religious fanatics with a scholarly bent, and sometimes as an association of knowledge-seekers with faint religious overtones, depending on who you ask. In truth, this organization's members are scholars, as faithful as they are educated and as knowledgeable as they are zealous. They whole-heartedly believe that knowledge is the ultimate prize and the ultimate power—beyond riches, beyond magic, beyond the gods themselves.

JOINING THE PARAGNOSTIC ASSEMBLY

Those who are already devoted to knowledge or to understanding the multiverse most commonly petition for entrance to the Paragnostic Assembly. Such classes include clerics, wizards, archivists[HH], and the more studious bards and psions. However, members of many other classes, including sorcerers, rogues, and warlocks, make up a significant minority. Even druids, monks, and the occasional canny fighter can be found in the organization's ranks.

Entry Requirements

Skills: Any two Knowledge skills, 3 ranks each.
Special: Intelligence 13 or Wisdom 13.

The Paragnostic Assembly exists to organize and catalog knowledge, to seek out new information and ancient secrets, and to empower its members through the use of that lore. As seekers of truth, its members are both studious and adventurous. They literally worship knowledge, viewing its acquisition as both self-discovery and holy obligation. When not studying or sharing information, members of this organization spend their time searching for new knowledge through magical experimentation, historical research, or (in the case of most PCs) adventuring.

AFFILIATION SPECIFICS

The Paragnostic Assembly accepts only those with the brainpower to absorb the knowledge it offers, or the sense to know how to use it.

To advance from one rank to the next, you must petition your superiors and provide evidence (in the form of written works, a recounting of accomplishments, and so forth) to indicate your worthiness. If your superiors agree, you are granted the next rank in a formal ceremony held before other members.

PARAGNOSTIC ASSEMBLY BENEFITS

The Paragnostic Assembly has contacts in most major governments, churches, and guilds, and its various archives contain almost every piece of information imaginable. Members who have gained sufficient rank in the organization can benefit greatly from its connections and holdings. These advantages come at a price, though: You are expected to contribute time and money to furthering the Assembly's aims.

Criterion	Affiliation Score Modifier
One-Time	
Character level	1/2 levels
Knowledge (any) 5–9 ranks	+1/skill
Knowledge (any) 10 or more ranks	+2/skill
Skill Focus (Knowledge [any])	+1
Has levels in a class that has at least three Knowledge skills as class skills	+1
Can cast 3rd-level or higher divination spells	+3
Is a devout and actively practicing worshiper of Boccob, Wee Jas, or knowledge as a principle	+1
Has at least one level in the paragnostic apostle or paragnostic initiate prestige class	+1
Has been a member of the Paragnostic Assembly for at least 5 years	+1, +1 for every additional year after 5
Multiple Use	
Has suffered serious injury or other threat on an expedition solely to gather new lore and information	+2
Is a high-ranking member of a prestigious university, arcanists' guild, sages' guild, or similar organization (other than the Paragnostic Assembly)	+1
Provides the Paragnostic Assembly with a detailed account and analysis of a monster or culture unknown to other members	+1
Provides the Paragnostic Assembly with a spell unknown to other members	+1
Fails to share a new spell or bit of lore discovered*	–8
Fails to pay monthly dues*	–2
Fails to turn over the appropriate percentage of treasure to the Assembly*	–4

* If one of these events occurs, the character is expelled unless he offers a very convincing explanation and makes proper restitution. The affiliation score modifier applies only if the character manages to retain membership.

Rank	Affiliation Score	Titles: Benefits and Duties
0	3 or lower	None.
1	4–10	**Paragnostic Scholar:** Gain +1 bonus on Appraise, Decipher Script, any Knowledge skill, Psicraft[EPH], Spellcraft, or Truespeak[ToM] per hour spent researching (maximum +5); see text.
2	11–15	**Sage of Worldly Matters:** Gain a +2 bonus on Diplomacy checks under certain circumstances; see text.
3	16–22	**Seeker of Unseen Words:** Add one of Appraise, Decipher Script, any Knowledge skill, Psicraft, or Spellcraft to class skill list; see text
4	23–29	**Master of the Unturned Page:** Gain +1 bonus on Appraise, Decipher Script, any Knowledge skill, Psicraft, Spellcraft, or Truespeak per hour spent researching (maximum +10); see text.
5	30 or higher	**Exalted Philosopher of Paragnostic Truths:** Gain mastery of Knowledge skills; see text.

At ranks 1 though 3, you must donate 5% of all treasure gained from adventuring to the Assembly and devote at least 1 month per year to quests it assigns to you. At ranks 4 and 5, this amount increases to 10%, and you must quest for at least 2 months per year. You also must donate 20% of any treasure gained on assigned quests to the organization. Furthermore, you must pay a monthly membership fee equal to 10 gold pieces per character level.

Paragnostic Scholar: You can gain a bonus equal to +1 per hour spent in research (maximum +5) on your choice of one of the following skill checks: Appraise, Decipher Script, any Knowledge skill, Psicraft[EPH], Spellcraft, or Truespeak[ToM]. Each time you perform research, you can choose a different skill to which to add the bonus.

Many of the church's clerics members worship specific deities of knowledge, but some empower themselves through the worship of knowledge itself. If you are a cleric, you can choose from the Knowledge, Magic, Trickery, Mind[CD], and Oracle[CD] domains.

Sage of Worldly Matters: At this rank, you gain a +2 circumstance bonus on Diplomacy checks made when dealing with a guild or government official, or with a priest of the Church of Boccob, Vecna, Wee Jas, or another knowledge deity.

Seeker of Unseen Words: At this rank, you can choose any one of the skills on the Paragnostic Scholar list (except Truespeak) that does not appear on your class list. As long as you remain a member in good standing, that skill is treated as a class skill for you, regardless of which class you are advancing in.

Master of the Unturned Page: Because you now have access to restricted works, the maximum bonus on skill checks that you can obtain on research using skills from the Paragnostic Scholar list increases to +10. You can also use these works to reduce the time and cost involved in researching new spells by 10%.

Exalted Philosopher of Paragnostic Truths: The breadth of your learning is awe-inspiring. You can take 10 on any Knowledge skill, even if stress or distraction would normally prevent you from doing so.

PLAYING A PARAGNOSTIC ASSEMBLY MEMBER

You are a devoted student—indeed, a worshiper of knowledge. No pursuit is more important than learning new information, clarifying little-understood topics, or rediscovering old secrets. You appreciate the power that knowledge brings, but the search is its own reward. You might use your learning to help others, or you might hoard lore, using it only to empower yourself and your comrades. You never miss an opportunity to display your erudition, which makes you seem arrogant or condescending to others, but you're simply taking advantage of what you know.

Combat

Knowledge is your greatest weapon. In combat, focus on the types of creatures you have studied (as represented by your Knowledge skills), or guide your allies in dealing with them. By the same token, ignorance is your greatest weakness, so try to avoid combat with creatures that are unfamiliar to you. You aren't a coward, and you shouldn't abandon a friend or a goal, but it's often wiser to retreat and come back after doing research than to be unprepared for a fight.

Advancement

The Paragnostic Assembly is not a secretive group. You might have come into contact with it through the Church of Boccob or Wee Jas, or perhaps through a wizards' guild or university. Alternatively, perhaps you became fascinated with the notion of knowledge itself as a guiding principle. The Paragnostic Assembly, recognizing your skills and attitudes, might have contacted you.

Since joining the Assembly, you've come to understand even more that life is all about learning. Whether you have a regular job or are a full-time adventurer, you pay attention to the world around you and seek to learn from all that you do. You spend much of your time in the organization's libraries reading, researching, or conversing and debating with your fellow scholars. The Paragnostic Assembly also offers formal classes on a wide range of topics, and you might attend some of these as well.

Throughout your career, you should maximize your ranks in Knowledge and other Intelligence-based skills to represent this continuous learning process. You need not do so at the expense of your combat abilities, though; the proper Knowledge skill can improve your effectiveness against a particular enemy. Take the opportunity to use your skills whenever possible. If you're a spellcaster, consider learning more esoteric spells to broaden your range beyond those of less worldly compatriots. Never be afraid to admit that you don't know something, but then make every reasonable effort to correct that gap in your education. If a problem stumps you, there is no shame in consulting the nearest Assembly archives, as long as doing so is a reasonable course of action.

Missions

The Paragnostic Assembly sends all its adventuring members on occasional quests to retrieve ancient lore or to study distant lands and creatures. You must spend a certain amount of time each year questing on behalf of the organization, whether on a single long adventure or several shorter assignments. You might be a chronicler, a guide, or simply a caravan guard, but you are expected to participate fully and to take careful note of everything you observe.

You must turn over detailed logs of your annual quests to the Assembly's librarians, as well as reports on every other adventure you undertake. In addition, you must share every new spell you learn, every piece of information or lore you discover, and every tale you hear with the Paragnostic Assembly—no matter how seemingly trivial. Failure to do so can result in expulsion.

Resources

The Paragnostic Assembly offers its members access to information of all sorts. As a member, you can utilize its archives at any time, with the help of docents who are expert in their use. The organization pours most of its resources into building and maintaining libraries and archives, but it also sponsors missions to acquire new knowledge. When you undertake such a mission, you can request the loan of

magic items and other needed materials within reason (as determined by the DM). You are expected to return such items in good condition or replace them within 3 months of the end of your quest.

THE PARAGNOSTIC ASSEMBLY IN THE WORLD

"I hate know-it-alls. Especially when they actually do seem to know it all."

—Lidda, adventuring rogue

The Paragnostic Assembly is one of the greatest scholarly organizations in the world in terms of lore collected, if not in the size of its membership. Because it has satellite repositories in many major cities, the organization is easy to introduce almost anywhere in a campaign. Assembly members might offer resources to the PCs, or be either allies or rivals on quests to acquire forgotten secrets.

Structure

Ironically, this organization that is so devoted to knowledge has no verifiable record of how it began. Members know that some followers of various knowledge-oriented deities originally formed the Paragnostic Assembly to share information and combine resources for research. Unfortunately, its first library was raided and destroyed by cultists of Vecna, and the records of when and how it transformed into an independent organization have been lost.

The Assembly rigidly divides its members into specific ranks, and promotion is based on a complex system of accomplishment and seniority. Unranked members are called paragnostic entrants. Within a given rank, seniority determines authority.

The organization maintains a close working relationship with most churches of knowledge deities, and members of one group are often members of the other as well. One particular god of knowledge, however, is a bitter enemy of the Paragnostic Assembly—Vecna. His followers see the Assembly as both a threat to be destroyed and a treasure-house to be plundered. Assembly members consider Vecna's worshipers as vile betrayers of the very essence of learning, selfish fools who would make all lore secret and corrupt it for their own purposes. Though it is not normally a militant group, the Paragnostic Assembly does occasionally dispatch its champions to destroy a faction of Vecna's church.

NPC Reactions

Most individuals have no strong opinions about the Paragnostic Assembly. The faculty of universities, members of scholastic or arcane guilds, and church leaders devoted to most deities of knowledge begin with an attitude no worse than indifferent. Members of Vecna's church, however, are automatically unfriendly at best.

PARAGNOSTIC ASSEMBLY LORE

Characters who have ranks in Knowledge (history) or Knowledge (religion) can research the Paragnostic Assembly to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The Paragnostic Assembly is made up of worshipers and seekers of knowledge who have access to immense quantities of ancient lore.

DC 15: Some of the organization's members worship knowledge itself, rather than any god. They have developed various techniques of applying knowledge to improve their mystical and combat abilities. The Assembly's extensive records are kept in local repositories.

DC 20: The Paragnostic Assembly and the followers of Vecna are bitter enemies.

Contacting the organization is usually a simple matter of locating the local repository (usually a matter of an appropriate Knowledge check, or a DC 20 Gather Information check). If that is not possible for some reason, the PCs can likely obtain directions from the clergy of a church dedicated to a deity of knowledge other than Vecna.

THE PARAGNOSTIC REPOSITORIES

The Paragnostic Assembly does not have a central headquarters; rather, it maintains institutions in many major cities. These Paragnostic Repositories, as they are known, serve as chapterhouses for members, shrines to knowledge and the various deities thereof, and libraries for archived lore. Every repository boasts a substantial amount of information about most topics, but each specializes in one or two subjects. For instance, the Paragnostic Repository in Greyhawk focuses on religious and military history, while the one in Dragonport (*Cityscape* 15) specializes in the lore of the sea and its creatures. Each repository has a catalog detailing which branches focus on which topics, so a researcher can readily find out where to obtain specific information.

THE PARAGNOSTIC ASSEMBLY IN THE GAME

Because the Paragnostic Assembly is active on both the political level and the adventuring level, it can appear in almost any campaign. Some members seek treasure or positions of authority for their own sake, but most seek the knowledge and understanding that such acquisitions can provide. Portray NPC members as both highly knowledgeable and highly curious. Nothing fascinates such a scholar as much as something he doesn't already know.

The Assembly interacts frequently with adventurers. In addition to sending its own members on quests, its leaders often hire freelance explorers, or buy lore from adventurers returning from an expedition. The organization might hire the PCs to explore a particular area or ruin, or trade temporary access to a repository for a specific service.

Adaptation

If a large, knowledge-based organization of this sort doesn't fit into your campaign world, consider making the Paragnostic Assembly a faction of one particular faith, such as that of Boccob. It can remain widespread, or you might limit it to a single city or community. With only slight modifications, the Paragnostic Assembly could be altered to focus on some other area of study, such as psionics.

Sample Encounter

Assembly scholars are most often encountered in urban environments, but the PCs could also come across one

while exploring a ruin or lost civilization. Most members of the Paragnostic Assembly are willing to share information as long as they gain from the exchange. If the PCs seek exclusive access to some secret, or if an individual scholar is particularly ambitious or selfish, the party might end up competing with the organization's prodigious resources.

EL 14: One of the most active and adventurous high-level members of the Assembly, the paragnostic apostle Pallavarta Santalieri (page 96) is constantly searching for the next great discovery or ancient secret. Often accompanied by the paragnostic initiate Auleric the Swift (page 99)—a close friend and former lover—she delves into libraries and ancient tombs alike. Pallavarta is happy to cooperate with other adventurers on the understanding that all knowledge and discoveries are shared, but perfectly willing to battle them for any worthwhile prize that she suspects they intend to keep from her.

The statistics for these characters can be found with the descriptions of their respective prestige classes.

PELOR'S SHADOW GUARD

"Shadow is a direct result of the light. Without light, shadow could not exist. The opposite is not true—light will exist whether or not we permit shadow to remain."

—Peadrin, shadowstriker of Pelor

Pelor's Shadow Guard operates in semisecrecy, rooting out and vanquishing the pervasive evil that the Shining One's public champions cannot touch. The churches of both Pelor and Heironeous recruit these zealous crusaders and divide them into two distinct groups: the shadowstrikers, who constitute the public face of the organization, and the shadowspies, the arm of the Shining One's forces that has never been publicly acknowledged by his church.

JOINING PELOR'S SHADOW GUARD

Only the most faithful servants of Pelor and Heironeous are inducted into the Shadow Guard. Paladins and clerics number heavily in the ranks of these holy soldiers, but anyone with talent, strength, conviction, and the proper spiritual motivation can be considered for membership in the shadowstrikers.

Shadowspies are recruited from the shadowstrikers, but only servants of Pelor are eligible for membership. Even then, candidates are watched closely for months or years before they are approached. Worshipers of Heironeous who join the shadowstrikers rarely suspect that the shadowspies even exist.

Entry Requirements

Base Attack Bonus: +4.
Alignment: Any good.
Skill: Knowledge (religion) 5 ranks.
Feat: Good Devotion, Healing Devotion, Law Devotion, Strength Devotion, Sun Devotion, or War Devotion.
Special: Must worship Pelor or Heironeous.

The priests of good-aligned deities realize that evil uses darkness to mask its activities. Pelor's Shadow Guard roots out evildoers, exposing their plans and protecting innocents from their depredations. Members of the Shadow Guard turn the darkness to their advantage, masking their own machinations until they are ready to strike against their enemies.

Neither the priests of Heironeous the Invincible or the Shining One's church publicly confirm the Shadow Guard's activities, but the group's existence is common knowledge. Members cloak their daily activities in ritual and rote. One branch advertises its presence, while the other denies its own existence. The vestments of the public branch are far from subdued, and their badge of office—a unique holy symbol combining Pelor's sun and Heironeous's lightning bolt—sets them apart from the rank and file of either church.

Shadowstrikers

Clerics and paladins form the backbone of the Shadow Guard, especially the shadowstrikers (see page 108). While carrying out assignments, shadowstrikers work in cells of two to ten individuals. Each cell includes at least one cleric and one paladin, but their faith binds members of all classes into a cohesive unit. Larger cells might include battle-scarred fighters, grizzled rangers, enlightened wizards, and penitent rogues.

The shadowstrikers recruit mainly from the churches of Heironeous and Pelor. The air of mystery and prestige that surrounds them attracts capable adherents who are interested in making a difference. Few are turned away out of hand; Pelor's church teaches that all who seek to do good works are helpful to the cause, while that of Heironeous holds that each heart hides untold valor. The most fanatical of the shadowstrikers are often recent converts, especially reformed sinners atoning for past crimes.

The churches strongly encourage shadowstrikers to officially join the clergy of their chosen deity, ensuring their continued advancement within the organization. Shadowstrikers who become even low-level clerics gain considerable prestige over their brothers and sisters who do not.

Shadowspies

Pelorite shadowstrikers who have proven themselves worthy and capable, and who have the proper bearing, are eventually approached by the real army of the Shining One: the shadowspies (see page 105). The existence of the this group, also known as the Shadows of the Light, is unknown to all but the most influential of Pelor's servants. Even the Church of Heironeous knows nothing of the shadowspies. To be considered as a potential member, an individual must not only be a devout follower of Pelor but also possess the skills necessary to remain unseen and aware of all that transpires around him. Only the most faithful of the shadowstrikers are considered for membership within this secretive sect.

The shadowspies are the quiet infiltrators and investigators who carry out the most dangerous of the church's missions. They ferret out the nefarious plans of Pelor's enemies and investigate even the most innocuous-seeming incidents to determine whether they pose a threat. But they do so in secret, posing as ordinary citizens. Pelor's divinity graces shadowspies with amazing abilities that allow them to pass

unseen, and to use light to create and destroy the shadows that so often hide their foes.

AFFILIATION SPECIFICS

Criterion	Affiliation Score Modifier
One-Time	
Character level	+1/2 levels
Knowledge (religion) 10 or more ranks	+2
Hide or Move Silently 5–9 ranks	+1/skill
Hide or Move Silently 10 or more ranks	+2/skill
Heal 5 or more ranks	+1
Can cast 3rd- or 4th-level or higher divine spells	+2
Can cast 5th-level or higher divine spells	+4
Has at least one level of cleric or paladin	+6
Has at least one level of shadowstriker	+2
Has at least one level of shadowspy	+8
Lacks any divine spellcasting ability	–2
Has been undead	–6
Multiple Use	
Discovers and defeats an evil plot	+1
Defeats an enemy of the churches of Pelor and Heironeous	+1/4 creature's CR
Defends innocents who are threatened by the forces of evil	+4
Defends a structure or location important to the church of Pelor or Heironeous	+4
Knowingly associates with evil-aligned creatures	–4
Fails to defend a structure important to the church	–4

Rank	Affiliation Score	Title: Benefits and Duties
0	3 or lower	None.
1	4–12	**Layperson:** Gain a +2 bonus on Intimidate checks against evil foes and a +2 bonus on Bluff and Diplomacy checks when interacting with clerics and paladins of Heironeous and Pelor.
2	13–21	**Shadow Leader:** Lead a Shadow Guard cell if you have cleric or paladin levels; obtain hirelings and servants on request; see text.
3	22–29	**Shadow Knight:** Transition to shadowspy if qualified; effective caster level for spells from the Good, Healing, Law, Strength, Sun, and War domains increases by 1; see text.
4	30 or higher	**Shadow Apostle:** Once per day, use *greater invisibility*, as the spell (caster level equals your character level).

PELOR'S SHADOW GUARD BENEFITS

Because they do little to hide their affiliation from the public at large, shadowstrikers easily gain access to organizational benefits. Shadowspies, who often act under cover, have a more difficult time doing so if they wish their membership in the organization to remain a secret.

Layperson: Because of the reputation of the shadowstrikers in areas where they are active, you gain a +2 bonus on Intimidate checks against evil-aligned creatures. Your status within the Churches of Heironeous and Pelor also affords you a +2 bonus on Bluff and Diplomacy checks when dealing with clerics or paladins of those faiths.

Shadow Leader: Upon advancing to this rank, you are appointed leader of a shadowstriker cell if you are a member of that prestige class and have at least one level of cleric or paladin. In addition, you can request the assistance of hirelings and servants drawn from the local church or temple. The services provided by these individuals must be deemed appropriate to the mission at hand (as determined by the DM) and must not place them at unnecessary risk.

Shadow Knight: At this rank, you qualify for membership in the shadowspies if its leaders deem you a good candidate. Whether you make that transition or not, your experience with taking the fight to the enemy has honed your spellcasting ability, increasing your effective caster level for spells from the Good, Healing, Law, Strength, Sun, and War domains by 1. You are also entitled to private, though humble, quarters in a temple of Heironeous or Pelor.

Shadow Apostle: At this rank, you are among the Shadow Guard's elite, most likely a shadowspy. Because more of your missions now involve stealth than force, you gain the ability to use *greater invisibility* once per day as a spell-like ability (caster level equals your character level).

PLAYING A SHADOW GUARD MEMBER

Now that you are a member, you report for duty every day after morning prayers. As a shadowstriker, you are expected to destroy evil without hesitation and rehabilitate those few foes that might be redeemable in the eyes of Pelor.

Advancement

You were approached by the Shadow Guard early in your career. Perhaps word of your heroic deeds reached the ears of the church leaders, or maybe you demonstrated admirable zeal in furthering the aims of the Shining One or his Invincible Ally. The shadowstrikers valued your prowess in battle, your devotion to Pelor or Heironeous, and your knowledge of religious doctrine. By rigorously testing the power of your belief through numerous trials, you have stretched your physical and mental abilities to their limits. The unspeakable horrors you have seen during missions motivate you further to wipe the blemish of darkness from the world around you.

Over time, you might hear rumors about another branch of Pelor's Shadow Guard, secretive agents who prowl the shadows and bring the plans of the wicked to light, though no one can confirm these stories. If you are eventually deemed worthy, a representative of this shadowy group invites you into its ranks. From that point on, your focus shifts from force and destruction to stealth and detection.

Missions

Much of the time, you carry out routine assignments, such as guarding the temple, escorting traveling pilgrims, and assisting with the church's many charity projects throughout the city and the surrounding communities. As you advance in rank, your cell is sent on ever more frequent and dangerous missions to drive the enemies of good from their hiding places. Acting on information

The light of Pelor reveals all

Illus. by M. Coimbra

provided by a mysterious but reliable source, your cell of shadowstrikers mobilizes to destroy the forces of corruption in well-timed raid.

If you do join the ranks of the shadowspies, you might occasionally lend a hand when shadowstriker cells raid particularly strong hives of wickedness. Typically, though, your work involves detecting and unmasking depraved acts that are all too often masked by darkness.

One of the organization's core principles is that, enemies' weapons should be used against them. Thus, it is common for shadowstrikers and shadowspies alike to loot vanquished foes, and the church does not frown upon such practices. This principle does not extend to cursed items, though, nor to objects and property with ties to unholy magic. Prolonged contact with evil risks temptation enough, without allowing members to possess items that might corrupt them. Such things must be destroyed or turned over to church superiors for proper disposition.

Although Shadow Guards are permitted to keep a portion of the valuables they recover during official operations, they must donate at least half the value of each haul to the Churches of Heironeous and Pelor, dividing it equally between them.

Resources

You have free access to the facilities of Pelor's and Heironeous's church and can even request an audience with church elders, should the need be great. In areas where Pelor's church is deeply entwined with the local government, you can also expect reasonable access to civil institutions and buildings.

Both churches provide you with modest living accommodations, including simple meals, as needed. Lodging often consists of little more than a communal sleeping area within the local temple, unless your rank allows you private quarters (see above).

You can receive minor divine spellcasting services free of charge, provided that your requests are within reason. More powerful magic (in game terms, spells above 3rd level) are available if the church or temple has a sufficiently high-level cleric on hand, but you must provide any costly material components. You are also entitled to basic equipment, such as vestments and holy texts, free of charge, but you must provide your own weapons and armor.

If you are a cleric or a member of Pelor's knightly orders, you can request a small stipend from the church, but this income rarely amounts to more than 5 silver pieces per week. Minor items of religious significance, such as divine scrolls, holy water, and so forth, are available at 60% of the normal cost. You can requisition more substantial equipment and funds for a mission, but you must justify the necessity to the church's satisfaction—the money must be diverted from the church's poorhouses, soup kitchens, and houses of healing.

Finally, you can use the libraries of Pelor's and Heironeous's churches at any time. However, you gain access to restricted texts and cursed tomes only if the circumstances warrant them. Many of Pelor's clerics are knowledgeable about a variety of topics, and you are free to consult them should the need arise.

PELOR'S SHADOW GUARD IN THE WORLD

"I didn't see her coming. I didn't see her going, either. I've heard rumors of mortals who stalk the shadows in the name of the Shining One, but I never believed them until I saw her with my own two eyes. Aye, she was totally unlike the bombasts and cutthroats I've seen among the so-called shadowstrikers, who are about as subtle as a hole in the head and twice as painful if you get them riled up. Scarier, too, if you ask me. I'm just glad she's on our side."

—Gilliane Fanthos, lieutenant of the city guard of Greyhawk

Pelor's Shadow Guard is a pervasive force for good in the world. Though its members are not as numerous as their foes, they are unrelenting in their pursuit of evil. The shadowspies carry out their missions without revealing their presence, but the shadowstrikers are visible anywhere Pelor or Heironeous is worshiped.

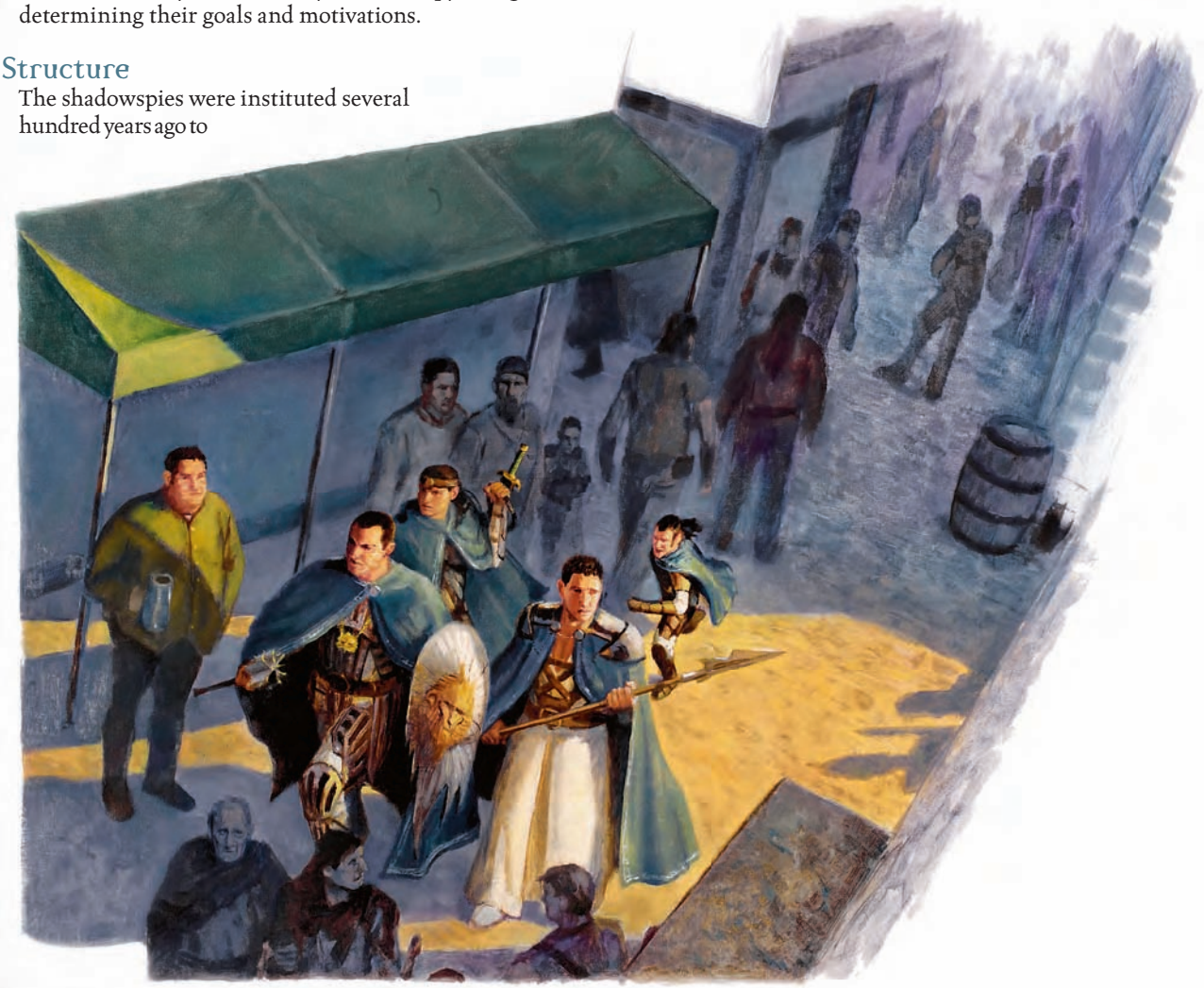
The organization typically interacts with the PCs as an ally, should their goals coincide. Characters with dubious moral standards might run afoul of a shadowstriker cell sent to neutralize them. Before such an encounter, however, the PCs would likely be stalked by a shadowspy charged with determining their goals and motivations.

Structure

The shadowspies were instituted several hundred years ago to police the Shining One's church from within. In the beginning, no one except a few of the church's top clerics knew of the organization's existence. Known privately in the early years as the Light Within, the shadowspies kept a close eye on the clergy and church champions for signs of corruption. But after a number of purges by rival priests brought about an atmosphere of rampant suspicion, this role fell out of favor. Though the shadowspies still monitor the inner workings of the church, they do so only passively, focusing primarily on external threats that could corrupt the faithful.

The shadowstrikers are a relatively recent addition to Pelor's Shadow Guard. The group was originally formed to deflect questions about the church's covert forces and to draw the attention of the enemy away from the shadowspies. Now the shadowstrikers not only provide a pool of potential recruits for the shadowspies, but they are also effective paramilitary forces.

Before the shadowstrikers service was founded, the relationship between the churches of Pelor and Heironeous was cordial, but the two rarely cooperated. The high priests of Pelor's church saw this force as a way to join forces with that of Heironeous, so they made overtures of alliance to the



Illus. by S. Belledin

Shadowstrikers carry the light of Pelor to evildoers

Invincible One's leaders. The clergy of Heironeous saw merit in the arrangement and agreed that a joint strike force was needed, providing much-needed military expertise. Even now,, most of those charged with training prospective shadowstrikers belong to one of Heironeous's militant orders.

Shadowstrikers who are neither clerics or paladins never advance beyond the rank of layperson. Though they are respected by Pelor's clergy, they rarely rise to positions of authority. Clerics or paladins of Pelor who join the shadowstrikers, however, are immediately placed in prominent positions, leading and coordinating the activities of the individual cells assigned to their temples.

The shadowspies monitor their own organization internally. Church officials in the know who dare to ask who watches the watchers receive the inevitable answer, "Pelor, blessed be the warming rays of his light." The shadowspies coordinate their own activities, though they take direction from the highest echelons of the church in times of great peril. They nominally have seniority over the shadowstrikers, but because their organization is secret, this authority is rarely recognized. Shadowspies recruit their own members, usually from among the shadowstrikers, though they sometimes directly approach promising priests within Pelor's church.

NPC Reactions

Those who have heard of Pelor's Shadow Guard typically know only of the shadowstrikers. Ordinary citizens do not refer to members of this group as the Shadow Guard, since they know of no other branch within the group, and the shadowstrikers maintain a public presence. In areas where Pelor's church is recognized for charity and benevolence, the average citizen views the shadowstrikers with indifference at worst, though the very poorest are often friendly. Worshipers of Pelor look upon them with awe and reverence, so they are usually friendly or helpful.

The shadowspies are another matter entirely. Their existence remains a secret to the majority of Pelor's church, and they are nearly unheard-of by anyone outside it. Rumors do arise from time to time, but such tales are usually dismissed as conspiracy theories. On the rare occasion that a shadowspy is exposed, authorities and witnesses alike put forward all manner of excuses and explanations, as though the light of Pelor washed away all traces of his shadowy servants from the memories of any who perceive them.

PELOR'S SHADOW GUARD LORE

Characters who have ranks in Knowledge (religion) can research Pelor's Shadow Guard to learn more about it. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: The shadowstrikers are the enforcers of Pelor's church, and it's best to stay on their good side.

DC 15: A shadowstriker won't get far within the Shadow Guard unless he takes a cleric's oath to the Shining One.

DC 20: The shadowstrikers aren't the church's real Shadow Guard, only its public face. Another group, unknown to the shadowstrikers themselves, holds the real power, but few see its members and live to tell of it.

DC 30: Characters who achieve this level of success can learn important details about specific shadowstrikers in your campaign, including their history, notable members, the areas where they operate, and the kinds of missions they undertake. At the DM's discretion, this level of success might even reveal something of the shadowspies.

Arranging a meeting with Pelor's Shadow Guard depends on which branch the PCs wish to contact. Finding a shadowstriker can be as simple as walking to the local temple of Pelor and asking a few questions. Shadowstrikers are always interested in tips about the church's enemies, and the offer of such knowledge is a powerful incentive.

Locating a shadowspy is much more difficult, since such agents are rarely seen and their existence is officially denied by the church. A much more likely scenario has the PCs under observation by a shadowspy, who will learn anything they want to tell her and arrange contact through a suitable representative.

PELOR'S SHADOW GUARD IN THE GAME

Because of its dual nature as both a public force of good and a secret army of spies, Pelor's Shadow Guard poses special challenges for DMs wishing to incorporate it into their campaigns.

Shadowstrikers can easily serve as allies for good parties or foils for evil ones. The latter option should be used with care, however, since going up against a shadowstriker cell is not only risky in itself, but is also likely to bring the full weight of Pelor's and Heironeous's churches to bear upon the PCs.

Shadowspies, on the other hand, can only indirectly affect the player characters, regardless of their roles. Still, they cultivate allies and contacts, and a particularly effective adventuring party can make a valuable asset—particularly if its goals correspond with the church's. Introduce a shadowspy without giving the PCs any reason to believe he is not an ordinary NPC, only gradually hinting that he is more than appears to be.

Adaptation

While Pelor's Shadow Guard is designed to sniff out and defeat the forces of evil, the organization can also be much more sinister, especially in a campaign setting where the lines of morality are less clearly drawn. Shadowspies become secret police who obtain information on just about anyone, including their own organization. The priests of Pelor speak in whispers, lest the Light Within deem their words to be blasphemy. The shadowstrikers drag away accused heretics, who are first tortured into implicating others before their public trial and execution.

Prestige Classes

Most of the following prestige classes are associated with the organizations in the preceding section. Their role in the campaign is described in the associated organizations' text. The ordained champion (page 90) and the sanctified one (page 99) have no organizations of their own.

New feats, spells, items, and other features introduced in this book are marked with an asterisk (*) in the sample character statistics blocks.

FIST OF THE FOREST

"To be one with the wild, you must become wild yourself. It's only natural."

—Sorag, Warden of the Green

For some among the Guardians of the Green (see page 68), the pursuit of an animalistic lifestyle is a form of asceticism. A feral disposition seems to come naturally to others. In either case, the result is a powerful defender of nature: the fist of the forest.

Illus. by H. Lyon

Sorag, a fist of the forest

BECOMING A FIST OF THE FOREST

Though the two classes seem to have little in common, the paths of the monk and the barbarian often converge in the fist of the forest. Monks and other disciplined characters seek heightened connections with nature through a primal devotion to its defense. Barbarians and other wild characters seem to simply end up on this path if they are fated for it.

Entry Requirements

Base Attack Bonus: +4.
Skills: Handle Animal 4 ranks, Survival 4 ranks.
Feats: Great Fortitude, Improved Unarmed Strike, Power Attack.
Special: Must gain approval as a fist of the forest by the leaders of a band of Guardians of the Green, then adopt the lifestyle of an animal (see Primal Living, below).

Table 2–2: The Fist of the Forest
Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage[1]
1st	+1	+2	+2	+0	AC bonus, fast movement, feral trance 1/day, primal living	1d8
2nd	+2	+3	+3	+0	Uncanny dodge, untamed strike	1d8
3rd	+3	+3	+3	+1	Feral trance 2/day, scent	1d10

1 The value shown is for Medium characters. Use the monk class table (*PH* 41) for Small or Large fists of the forest.

Class Skills (2 + Int modifier per level): Balance, Climb, Handle Animal, Intimidate, Jump, Listen, Move Silently, Sense Motive, Spot, Survival, Swim.

CLASS FEATURES

You are skilled at hunting and killing with your bare hands. You defend the forest by channeling raw, bestial might through your own being, using either disciplined focus or primal ferocity.

AC Bonus (Ex): While unarmored, you gain a bonus to your Armor Class equal to your Constitution bonus (if any). See the monk class feature (*PH* 40).

Fast Movement (Ex): Your base land speed is faster than the norm for your race. See the barbarian class feature (*PH* 25). If you already have fast movement from another class, the bonuses to your speed stack.

Feral Trance (Su): Once per day, you can enter a feral battle trance. While you are in this state, the raw power of the beast flows through you. Your hands and feet become clawlike (destroying any shoes or gloves you are wearing), and your teeth lengthen and grow pointed. For the duration of the trance, you gain a +4 bonus to Dexterity and a +2 bonus on damage rolls with your unarmed strikes. You can also make one bite attack per round at your highest attack bonus whenever you attack as a full-round action.

The damage for this attack is 1d6 + your Str modifier, regardless of your size. A feral trance lasts for a number of rounds equal to 3 + your Con modifier. While in a trance, you cannot perform certain actions, and afterward you are fatigued. These restrictions are the same as those for the barbarian's rage class feature (*PH* 25–26). If you have the ability to enter a rage, you can do so while in a feral trance, using your increased Constitution score to determine the duration of both effects.

At 3rd level, you can use this ability twice per day.

Primal Living (Ex): To maintain your bestial powers, you must live like a wild animal. You must sleep in natural environments, never inside buildings, unless forced by circumstances . Furthermore, you cannot purchase food—you must obtain it by hunting, gathering, begging, or stealing. Some fists of the forest even give up speech, the use of fire and tools, and all possessions, but such extremes are not required. In any month in which you buy food or voluntarily sleep indoors more than three times, all your fist of the forest class features cease to function until you have spent thirty consecutive days living like an animal once more, or until a fellow Guardian of the Green casts *atonement* on you.

Unarmed Damage (Ex): Your unarmed attacks deal more damage than usual. At 1st level, you deal 1d8 points of damage with each unarmed strike. When you attain 3rd level, this damage increases to 1d10 points. See the monk class feature (*PH* 41). If your unarmed attack already deals this amount of damage, increase the base damage to the next step indicated on the monk class table.

Uncanny Dodge (Ex): At 2nd level, you cannot be caught flat-footed, and you react to danger before your senses would normally allow you to do so. See the barbarian class feature (*PH* 26). If you already have uncanny dodge from another class, you instead gain improved uncanny dodge.

Untamed Strike (Su): On attaining 2nd level, you can channel the untamed power of nature when you attack. Your unarmed strikes are treated as magic weapons; see the monk's *ki* strike class feature (*PH* 41). If your unarmed strikes are already magical, they instead are treated lesser ghost touch weapons. They deal full damage against incorporeal creatures 50% of the time and half damage the rest of the time.

Scent (Su): Beginning at 3rd level, you gain the supernatural ability to detect approaching enemies, sniff out hidden foes, and track by sense of smell. This ability otherwise functions like the extraordinary ability of the same name (*MM* 314).

PLAYING A FIST OF THE FOREST

Living like an animal gives you a clear understanding of and sympathy for natural living things, and association with the Guardians of the Green gives you purpose and direction. Your personality, however, is your own. Depending on your character's background and the band to which you belong, you can be as erudite or savage, as disciplined or unruly, as you see fit.

Combat

Your most powerful attacks are your unarmed strikes, so you should charge into the thick of battle as quickly as possible. Save your feral trance ability until the middle of a fight, so that you don't end up fatigued while your enemies are still attacking.

Sample Encounter

The PCs come upon Sorag, Hasayla (page 85), and Denon (page 83) fighting a band of gnolls, as described in the Guardians of the Green section on page 71. Sorag lives so completely as an animal that she has forsworn all possessions.

SORAG, WARDEN OF THE GREEN **CR 9**

Female human monk 6/fist of the forest 3
LN Medium humanoid
Init +5; **Senses** scent; Listen +14, Spot +11
Languages Common, Gnome

AC 21, touch 21, flat-footed 16; Dodge, Mobility, uncanny dodge
(+3 Con, +5 Dex, +2 Wis, +1 class)
hp 73 (9 HD)
Immune normal disease
Resist evasion
Fort +13, **Ref** +13, **Will** +8 (+10 against enchantments)

Speed 60 ft. (12 squares)
Melee unarmed strike +12/+7 (2d6+7) and bite +12 (1d6+5) or
Melee unarmed strike +11/+11/+6 (2d6+7) with flurry of blows
Base Atk +7; **Grp** +12
Atk Options Combat Reflexes, Improved Disarm, Power Attack, Stunning Fist, feral trance 2/day (6 rounds), *ki* strike (magic), untamed strike (lesser ghost touch)

Abilities Str 20, Dex 20, Con 16, Int 13, Wis 15, Cha 11
SQ primal living, slow fall 30 ft., Warden of the Green
Feats Combat Expertise, Combat Reflexes[B], Dodge, Great Fortitude, Improved Disarm[B], Improved Unarmed Strike[B], Mobility, Power Attack, Stunning Fist[B]
Skills Climb +17, Jump +17, Listen +14, Ride +9, Spot +11, Survival +10, Swim +10

Untamed Strike (Su) Sorag's unarmed strikes are treated as lesser ghost touch weapons, which deal full damage against incorporeal creatures 50% of the time and half damage instead of no damage the rest of the time.
Warden of the Green Sorag's rank within the Guardians of the Green grants her a +2 bonus on Hide, Move Silently, and Survival checks made in natural areas (see page 69).

When not in a feral trance, Sorag has the following changed statistics:
AC 19, touch 19, flat-footed 16
Ref +11
Melee unarmed strike +12/+7 (2d6+5) or
Melee unarmed strike +11/+11/+6 (2d6+5) with flurry of blows
Abilities Dex 16
Skills Handle Animal +4, Hide +3, Move Silently +3, Ride +7

FOREST REEVE

"Most trees can't defend themselves. That's why we do it for them."
—Denon, Knight of the Green

Forest reeves are chosen by the Guardians of the Green to patrol local wilderness areas to check for dangers and humanoid activities that could be harmful to the land. The forest reeve's job is to defend the forest whenever he can, and to inform the Guardians of the Green when more force becomes necessary.

BECOMING A FOREST REEVE

Rangers and barbarians are the most likely characters to take up the mantle of the forest reeve, but members of this prestige class can come from a wide variety of backgrounds. A forest reeve is chosen more for his devotion to the wilderness than for any specific skill he possesses. The Guardians of the Green want to be certain that anyone they choose for such a post can be trusted never to shirk his duties to the forest.

Entry Requirements

Base Attack Bonus: +5.
Skills: Knowledge (nature) 2 ranks, Listen 4 ranks, Spot 4 ranks, Survival 6 ranks.
Feats: Endurance, Track.
Special: Must be chosen as a forest reeve by the leaders of a band of Guardians of the Green, then serve a six-month apprenticeship to a Guardian of the Green who has at least three forest reeve levels. This requirement can be waived if the would-be forest reeve performs an extraordinary service for the Guardians of the Green.

Table 2–3: The Forest Reeve — Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Earth's defender +1, fast movement, *nature's rejuvenation* 1/day
2nd	+2	+0	+3	+0	Woodland stride
3rd	+3	+1	+3	+1	Earth's defender +2, *nature's rejuvenation* 2/day, swift tracker
4th	+4	+1	+4	+1	Camouflage
5th	+5	+1	+4	+1	Earth's defender +3, *nature's rejuvenation* 3/day, whispers of the forest

Class Skills (6 + Int modifier per level): Balance, Climb, Craft, Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge (geography), Knowledge (nature), Listen, Move Silently, Search, Spot, Survival, Swim, Use Rope.

CLASS FEATURES

As a forest reeve, you patrol the forest and defend it from harm, and the earth itself supports your efforts. You also serve as an advance scout for the Guardians of the Green and aid them in battle when necessary.

Earth's Defender (Su): Once per day as a swift action, you can channel nature's power through your body and into any one weapon you wield, making it temporarily magical for 1 minute/character level you possess. When you are 1st level, this ability grants your weapon a temporary +1 bonus. The value of this bonus increases to +2 when you attain 3rd level and to +3 when you attain 5th level. The ability can be used while you wield a magic weapon, but its effects do not stack with the weapon's existing bonus (if any).

Fast Movement (Ex): Your base land speed is 10 feet faster than the norm for your race. See the barbarian class feature (*PH* 25). If you have fast movement from another source, the benefits stack.

Nature's Rejuvenation (Sp): Once per day, you can channel the rejuvenating power of nature to restore or invigorate yourself. If you spend 1 full minute in direct physical contact with a living plant or fertile ground, you are affected as if by your choice of any one of the following spells: *bear's endurance*, *cure moderate wounds*, or *lesser restoration* (caster level equals your character level). You can use this power only on yourself. At 3rd level, you can use this ability twice per day, and at 5th level, you can use it three times per day.

Woodland Stride (Ex): Beginning at 2nd level, you can move through natural overgrown areas at normal speed without damage. See the druid class feature (*PH* 36). If you already have woodland stride, you gain a +10-foot bonus to your land speed.

Swift Tracker (Ex): Beginning at 3rd level, you can move at your normal speed while following tracks. See the ranger class feature (*PH* 48). If you have swift tracker from another source, the penalties are lessened by an additional 5 feet.

Camouflage (Ex): Beginning at 4th level, you can use the Hide skill in any sort of natural terrain, even while being observed.

Whispers of the Forest (Su): When you attain 5th level, the plants, trees, and rocks begin to speak to you, bringing you news wherever you are. Once per day, these voices of the forest give you a short answer to any simple question you pose pertaining to current events in any wilderness area on your land mass. Questions about distant lands require 1 minute per mile of distance to answer. At the DM's discretion, when the forest deems an issue particularly important, the whispers bring you news without your request.

PLAYING A FOREST REEVE

Like all Guardians of the Green, forest reeves vary widely in attitude. But the one ideal you all share is an undying love for the earth. More intense, even, than a parent's love for a child, this passion brings out a fierce protectiveness in you. In fact, you would die to defend your forest home, without question, should it become necessary.

Combat

Though skilled at all forms of combat, you are particularly adept at guerrilla warfare—tracking enemies to their lairs, ambushing them while they sleep, or engaging in other such surreptitious tactics. Between fast movement and woodland

stride, you can usually escape through the forest before your enemies know what hit them.

Sample Encounter

Denon is encountered with Hasayla (page 85) and Sorag (page 81) while fighting a band of gnolls, as described in the Guardians of the Green section on page 71.

Denon, Knight of the Green — CR 11

Male human ranger 6/forest reeve 5
N Medium humanoid
Init +8; **Senses** Listen +16, Spot +11
Languages Common, Elven, link with companion

AC 21, touch 14, flat-footed 17
(+4 Dex, +7 armor)
hp 92 (11 HD)
Fort +10, **Ref** +14, **Will** +8

Speed 40 ft. (8 squares); woodland stride
Melee *+2 scythe* +17/+12/+7 (2d4+8/×4)
Ranged *+1 composite shortbow* +17/+12/+7 (1d6+5/×3) or
Ranged *+1 composite shortbow* +15/+10/+5 (3d6+15/×3) with Manyshot or
Ranged *+1 composite shortbow* +15/+15/+10/+5 (1d6+5/×3) with Rapid Shot
Base Atk +11; **Grp** +15
Atk Options Point Blank Shot, Precise Shot; earth's defender +3, favored enemy giants +2, favored enemy humanoids (goblinoid) +4; Knight of the Green (+3 bonus on one attack or damage roll while fighting in a natural area 1/day)
Combat Gear *potion of cure moderate wounds*
Ranger Spells Prepared (CL 3rd):
1st—*magic fang, speak with animals*

Abilities Str 18, Dex 18, Con 16, Int 13, Wis 15, Cha 12
SQ animal companion, camouflage, nature's rejuvenation 3/day, share spells with companion, swift tracker, whispers of the forest, wild empathy +9 (+5 magical beasts)
Feats Endurance[B], Improved Initiative, Iron Will, Manyshot[B], Point Blank Shot, Precise Shot, Rapid Shot[B], Track[B], Weapon Focus (composite shortbow)
Skills Climb +17, Handle Animal +6, Hide +17*, Knowledge (geography) +15, Knowledge (nature) +17, Listen +16, Move Silently +17*, Ride +6, Spot +11, Survival +16*
Possessions *+3 chain shirt, +2 scythe, +1 composite shortbow* (+4 Str bonus) with 20 arrows, *cloak of resistance +1, Quaal's feather token (tree)*

Camouflage (Ex) Denon can use the Hide skill in any sort of natural terrain, even while being observed.
Earth's Defender (Su) Once per day as a move action, Denon can give his weapon a +3 enhancement bonus for 11 minutes. This bonus does not stack with the weapon's existing bonus.
Nature's Rejuvenation (Sp) Three times per day, Denon can spend 1 full minute in direct physical contact with a living plant or fertile ground to gain the benefit of his choice of the following spells: *bear's endurance, cure moderate wounds,* or *lesser restoration* (caster level 11th).
Swift Tracker (Ex) Denon can move at his normal speed while following tracks. See the ranger class feature (*PH* 48).
Whispers of the Forest (Su) Once per day, the voices of the forest give Denon a short answer to any simple question he poses pertaining to current events in any wilderness area on his land mass. Questions about distant lands require 1 minute per mile of distance to answer. When the forest deems an issue particularly important, the whispers bring him news without his request.

Skills *Denon has a +2 bonus on Hide, Move Silently, and Survival checks made in natural areas.

Wolf Companion — CR —

N Medium animal
Init +3; **Senses** scent; Listen +4, Spot +4

AC 17, touch 13, flat-footed 14; Dodge (+3 Dex, +4 natural)
hp 26 (4 HD)
Fort +6, **Ref** +7, **Will** +2
Resist evasion

Speed 50 ft. (10 squares)
Melee bite +6 (1d6+3)
Base Atk +3; **Grp** +5
Atk Options trip

Abilities Str 14, Dex 16, Con 15, Int 2, Wis 12, Cha 6
SQ 2 bonus tricks
Feats Dodge, Track[B], Weapon Focus (bite)
Skills Listen +4, Move Silently +4, Spot +4, Survival +1 (+5 tracking by scent)

Trip (Ex) If a wolf hits with a bite attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Denon, a forest reeve

Illus. by S. Argyle

HOLT WARDEN

"It never ceases to amaze me how wise trees can become simply by standing still for years at a time. No matter how long I study and ponder and fight, I will never be their equal."

—Hasayla, holt warden

Holt wardens are the highest spiritual leaders in the Guardians of the Green (see page 68). They provide the religious inspiration for the organization's ongoing struggles, and the Guardians of the Green choose their leaders from this august circle.

BECOMING A HOLT WARDEN

Among the standard classes, those most likely to pursue the path of holt warden are druids and clerics of Ehlonna or Obad-Hai. Druids appreciate a holt warden's spiritual connection with the earth—particularly with plants and trees—while clerics pursue this path to find a more intimate communion with nature and its mysteries.

Entry Requirements

Alignment: Any neutral.
Skills: Knowledge (nature) 8 ranks, Survival 4 ranks.
Spellcasting: Able to cast 3rd-level divine spells, including the three lowest-level spells of the Plant domain.
Special: Must be chosen as a holt warden by the leaders of a band of Guardians of the Green, then serve a one-year apprenticeship to a Guardian of the Green who has at least five holt warden levels.

Hasayla, a holt warden

Illus. by E. Widermann

CLASS FEATURES

As a holt warden, you draw on the inherent spiritual power of nature and make that power accessible to the larger spiritual community. Above all else, you are a spiritual seeker and guide.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a holt warden, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Nature Sense (Ex): You gain a +2 bonus on Knowledge (nature) and Survival checks. If you already have nature sense, the bonuses double.

Plant Affinity (Ex): You are magically attuned to plants. If you prepare your spells in advance and do not have the spontaneous casting ability (as the cleric and druid spellcasting feature, see *PH* 32 and 35), you can now spontaneously trade divine prepared spells for divine spells of an equal or lower level from the Plant domain. If you do have a spontaneous casting ability, you can exchange that one for the ability to cast spontaneously from the Plant domain. Once you make that decision, it cannot be reversed. If you do not already have bonus domain spells, you now gain bonus spells from the Plant domain (see the cleric spellcasting feature, *PH* 32) as if you were a cleric with access to that domain. If you already have domain spells, they are unaffected by this power.

Rebuke Plants (Su): Beginning at 2nd level, you can channel the power of your faith through your holy symbol to rebuke or command plant creatures as though you were a cleric of your holt warden level rebuking undead. See the cleric class feature rebuke undead (*PH* 33), and the Plant Domain granted power.

Woodland Stride (Ex): Beginning at 2nd level, you can move through natural overgrown areas at normal speed without damage. See the druid class feature (PH 36). If you already have woodland stride, you gain a +10 foot bonus to your land speed.

Earth's Communion (Sp): At 3rd level, you learn to heal and replenish yourself and others by communing with earth once per day. At the end of 10 full minutes of concentration (as the skill), you are affected as if by a *heal* spell with caster level equals your character level. If you so choose, you can allow others to sit with you in a circle, holding hands, during your communion. In that case, you can choose to divide the hit points and other benefits provided by your communion among the people in the circle. You can divide hit points as if you were using the paladin class feature lay on hands (*PH* 44). Each other benefit of the *heal* spell can affect only one person in the circle, at your direction. Thus, only one person can be cured of blindness, and so forth. You do not gain the advantages of any healing benefits that you distribute to others. You can use this ability twice per day at 5th level, three times per day at 7th level, and four times per day at 9th level.

Trackless Step (Ex): Beginning at 3rd level, you cannot be tracked in natural surroundings. See the druid class feature (*PH* 36). If you already have trackless step, you instead gain a +4 bonus on Hide and Move Silently checks while in natural surroundings.

Venom Immunity (Ex): At 5th level, you gain immunity to all poisons.

Whispers of the Forest (Su): When you attain 6th level, the plants, trees, and rocks begin to speak to you, bringing you news wherever you are. Once per day for every three holt

Table 2–4: The Holt Warden **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Nature sense, plant affinity	+1 level of existing divine spellcasting class
2nd	+1	+3	+0	+3	Rebuke plants, woodland stride	+1 level of existing divine spellcasting class
3rd	+2	+3	+1	+3	*Earth's communion* 1/day, trackless step	+1 level of existing divine spellcasting class
4th	+3	+4	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+4	+1	+4	*Earth's communion* 2/day, venom immunity	+1 level of existing divine spellcasting class
6th	+4	+5	+2	+5	Whispers of the forest (news)	+1 level of existing divine spellcasting class
7th	+5	+5	+2	+5	*Earth's communion* 3/day, *web of life*	+1 level of existing divine spellcasting class
8th	+6	+6	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+6	+3	+6	*Earth's communion* 4/day, timeless body	+1 level of existing divine spellcasting class
10th	+7	+7	+3	+7	Whispers of the forest (insights)	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Diplomacy, Handle Animal, Heal, Hide, Knowledge (nature), Knowledge (religion), Listen, Move Silently, Spellcraft, Spot, Survival.

warden levels you possess, the voices of the forest give you a short answer to any simple question you pose pertaining to current events in any wilderness area on your land mass. Questions about distant lands require 1 minute per mile of distance to answer. At the DM's discretion, when the forest deems an issue particularly important, the whispers bring you news without your request.

When you attain 10th level, the spiritual energy of the forest can give you insights into other beings as well. Once per day, you can ask the voices of the forest about a single creature. For the rest of that day, you gain a +8 insight bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks pertaining to that creature. Again, at the DM's discretion, the forest might occasionally volunteer information about a person or creature, but only if it considers the being remarkable in some way.

Web of Life (Su): At 7th level, you can lead your community in spiritual union with the interconnected web of all life. Once per day, when you sing, chant, or speak inspiringly for at least 1 full minute, every living creature that hears your voice gains a +2 sacred bonus to Wisdom for the next 1d4 hours. In addition, each divine spellcaster who hears you, including yourself, gains back 1d4 levels of spells (up to four 1st-level spells, two 2nd-level spells, one 3rd-level and one 1st-level, or one 4th-level spell). These regained spells must be spells you've cast since you last prepared spells. No spellcaster can be affected by this spell-regaining ability more than once per day, even if it is activated by multiple holt wardens.

Timeless Body (Ex): Beginning at 9th level, you no longer age. See the druid class feature (PH 37). If you already have timeless body, you can choose an extra feat instead.

PLAYING A HOLT WARDEN

As a holt warden, you might be a militant fanatic, a bohemian revolutionary, a naïve idealist, or even a vengeful terrorist. But whatever else you may be, you are, first and foremost, the guardian and guide of all the living creatures around you. The Guardians of the Green are all servants and defenders of nature, and it is you who must guide, aid, and inspire them to continue with their work.

Combat

Your abilities put you in an ideal position to coordinate the combat tactics of those around you. Before combat begins, assess the capabilities of the party or band with which you will be fighting. If they need more ranged support, prepare spells that can deal damage at a distance. If they fall short in melee, support them with summoning spells, healing, magical augmentations to their abilities, or means of sabotaging their opponents. As a spiritual leader, you aren't likely to fight alone, so match your tactics to the strengths and weaknesses of your allies.

Sample Encounter

Hasayla is encountered with Denon (page 83) and Sorag (page 81) while fighting a band of gnolls, as described in the Guardians of the Green section on page 71.

Hasayla, Knight of the Green **CR 15**

Female elf druid 5/holt warden 10
N Medium humanoid
Init +3; **Senses** low-light vision; Listen +11, Spot +11
Languages Common, Druidic, Elven, Sylvan, link with companion

AC 17, touch 13, flat-footed 14
(+3 Dex, +4 armor)
hp 76 (15 HD)
Immune poison, magic *sleep* effects
Resist fire 10
Fort +12, **Ref** +7, **Will** +15 (+17 against enchantments); +4 against spell-like abilities of fey

Speed 30 ft. (4 squares) in hide armor, base speed 40 ft.; woodland stride
Melee quarterstaff +12/+7 (1d6+3)
Ranged +1 *longbow* +14/+9 (1d8+1/×3)
Base Atk +10; **Grp** +12
Atk Options Point Blank Shot, Precise Shot; Knight of the Green (+5 bonus on one attack or damage roll when fighting in a natural area 1/day)
Special Actions rebuke plants 6/day (+3, 2d6+13, 10th), *web of life* 1/day, wild shape 1/day (5 hours)
Combat Gear *potion of barkskin, potion of bear's endurance*
Druid Spells Prepared (CL 15th):
8th—*control plants*[D] (DC 22), *sunburst* (DC 22)
7th—*animate plants*[D], *fire storm* (DC 21), *heal*
6th—*find the path, greater dispel magic, mass cure light wounds, repel wood*[D]
5th—*call lightning storm* (DC 19), *cure critical wounds, stoneskin, tree stride, wall of thorns*[D]
4th—*command plants*[D] (DC 18), *cure serious wounds, flame strike* (DC 18), *ice storm, rusting grasp* (+12 melee), *spike stones* (DC 18)

3rd—*call lightning* (DC 17), *cure moderate wounds* (2), *plant growth*[D], *quench* (DC 17), *sleet storm, speak with plants*
2nd—*barkskin*[D], *bull's strength, cat's grace, flaming sphere* (DC 16), *heat metal* (DC 16), *lesser restoration, tree shape*
1st—*cure light wounds* (2), *entangle*[D] (DC 15), *faerie fire, goodberry, obscuring mist, produce flame* (+12 melee, +13 ranged)
0—*cure minor wounds, detect magic, flare* (DC 14), *guidance, mending, resistance*
D: Domain spell. Deity: Nature. *Domains:* Plant.

Abilities Str 14, Dex 17, Con 13, Int 13, Wis 19, Cha 16
SQ animal companion, *earth's communion* 4/day, lnature sense, plant affinity, share spells with companion, timeless body, trackless step, whispers of the forest 3/day, wild empathy +8 (+4 magical beasts)
Feats Brew Potion, Craft Magic Arms and Armor, Leadership, Negotiator, Point Blank Shot, Precise Shot
Skills Concentration +9, Diplomacy +23, Heal +10, Hide +3*, Knowledge (nature) +23, Knowledge (religion) +3, Listen +11, Move Silently +6*, Search +3, Sense Motive +8, Spellcraft +19, Spot +11, Survival +14* (+16 aboveground)
Possessions combat gear plus *+1 hide armor of silent moves, +1 longbow* with 20 arrows, *ring of minor fire resistance*

Earth's Communion (Sp) Four times per day, Hasayla can spend 10 full minutes in concentration (as the skill) to gain the benefit of a *heal* spell (*PH* 239). If desired, she can share this effect with others, dividing the hit points healed as if she were using the paladin class feature lay on hands (*PH* 44). Each other benefit of the *heal* spell can affect only one person in the circle, as she designates. She does not gain the advantages of any healing benefits that she distributes to others.
Plant Affinity (Ex) Hasayla can spontaneously trade prepared spells for spells of an equal or lower level from the Plant domain. In addition, she has bonus spells from the Plant domain (see the cleric spellcasting feature, *PH* 32) as if she were a cleric with access to that domain.
Rebuke Plants (Su) Hasayla rebukes or commands plant creatures as though she were a 10th-level cleric rebuking undead. See the cleric class feature rebuke undead (*PH* 33) and the Plant domain granted power (*PH* 188).
Web of Life (Sp) Once per day, Hasayla can spend 1 full minute singing, chanting, or speaking inspiringly to give every living creature that hears her a +2 bonus to Wisdom for the next 1d4 hours. In addition, Hasayla (and each divine spellcaster who hears her) gains back 1d4 levels of spells from the list of spells that she had available or prepared at the beginning of the day.
Whispers of the Forest (Su) Three times per day, the voices of the forest give Hasayla a short answer to any simple question she poses pertaining to current events in any wilderness area on her land mass. Questions about distant lands require 1 minute per mile of distance to answer. In addition, once per day, she can ask the voices of the forest about a single creature, gaining a +8 insight bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks pertaining to that creature for the rest of the day. When the forest deems an issue particularly important or a creature remarkable, she gains news without her request.
Woodland Stride (Ex) In addition to woodland stride as the druid class feature (PH 36), Hasayla has a +10-foot bonus to her land speed.
Skills Hasayla has a +4 bonus on Knowledge (nature) and Survival checks. *She also has a +2 bonus on Hide, Move Silently, and Survival checks made in natural areas.

Fox Companion **CR —**
N Tiny animal
Init +4; **Senses** low-light vision, scent; Listen +6, Spot +6

AC 18, touch 16, flat-footed 14
(+2 size, +4 Dex, +2 natural)
hp 13 (2 HD)
Fort +5, **Ref** +7, **Will** +2
Resist evasion

Speed 40 ft. (8 squares)
Melee bite +7 (1d3–2)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +3; **Grp** -7

Abilities Str 6, Dex 18, Con 14, Int 2, Wis 14, Cha 6
SQ 2 bonus tricks
Feats Weapon Finesse
Skills Climb +2, Hide +20, Jump +6, Listen +6, Move Silently +9, Spot +6

Skills A fox has a +4 racial bonus on Climb, Listen, and Spot checks, and a +8 bonus on Hide and Jump checks.

MYTHIC EXEMPLAR

"Nobody today can match the great heroes of the epic past. But by following closely in their footsteps, perhaps we can come close."
—Mikolai Laziros, mythic exemplar

Few are as devoted to history as the Disciples of Legend, and none among that august group are as committed to their paragons as the mythic exemplars. True followers—even worshipers—of the Six from Shadow (see page 65), the mythic exemplars model their skills, their attitudes, and even their lives after those fabled heroes.

BECOMING A MYTHIC EXEMPLAR

Because the mythic exemplar prestige class offers a number of "paths," each modeled on one of the Six from Shadow, it is open to a wide variety of entrants. It is best suited to clerics, fighters, marshals, rangers, rogues, and wizards.

Entry Requirements

Skills: Knowledge (history) 3 ranks, plus any one of the following: Diplomacy 7 ranks, Intimidate 7 ranks, Knowledge (arcana) 7 ranks, Knowledge (religion) 7 ranks, or Move Silently 7 ranks.
Special: Any one of the following: base attack bonus +5, able to cast 3rd-level spells, sneak attack +2d6, or ability to grant allies a bonus on attack rolls, saves, or checks as an extraordinary ability.
Special: Must be a member of the Disciples of Legend.

CLASS FEATURES

The class features of the mythic exemplar vary greatly based on which of the Six from Shadow you choose to follow. You exchange the more general abilities of your previous class for specific, mystical replacements. Thus, while you might lack some of the abilities of a character of your former class at the same level, your dedication to your heroic patron allows you to surpass the abilities of such a character under the proper conditions.

Spellcasting: At 2nd, 4th, 6th, and 8th level, you gain new spells per day and an increase in caster level (and spells

known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a mythic exemplar, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

If your paragon is Imdastri or Ktolemagne, you gain additional levels of spellcasting ability through the archetype advancement class features (see below).

Paragon's Path: Upon becoming a mythic exemplar, you must choose one of the legendary Six from Shadow upon whom to model your skills and abilities. Your choices are the clever Dardallion, the faithful Imdastri, the all-knowing Ktolemagne, the inexorable Orsos, the noble and inspirational Sir Reikhardt, and the mighty Sunyartra. Once made, your choice cannot be changed.

Save Bonus (Ex): At 1st level, you gain a +1 bonus on a saving throw determined by your paragon, as given on the following table. This bonus increases by 1 at every odd-numbered level up to 7th.

Patron	Saving Throw
Dardallion	Reflex
Imdastri	Will
Ktolemagne	Will
Orsos	Fortitude
Reikhardt	Will
Sunyartra	Fortitude

Mikolai Laziros, a mythic exemplar of Reikhardt

Paragon's Gift, Least (Su): At 2nd level, you gain the first of several supernatural abilities that allow you to channel the spirit and skills of your paragon. Unless otherwise noted, each paragon's gift (least, lesser, greater, and supreme) requires a swift action to invoke, lasts for a number of rounds equal to your mythic exemplar level, and is usable once per day.

Dardallion: You gain a +5 insight bonus on Disable Device, Hide, Move Silently, and Open Lock checks.

Imdastri: As an immediate action, you can reroll one attack roll, save, or check per day, as if using the granted power of the Luck domain (PH 187). This effect occurs instantaneously.

Ktolemagne: You gain a +5 sacred bonus on Concentration, Decipher Script, Knowledge (arcana), and Spellcraft checks.

Orsos: You gain a +20-foot insight bonus to your base speed.

Reikhardt: You can use inspire courage as a bard of your mythic exemplar level. If you already have this ability, your mythic exemplar levels tack with levels of the class that provided it for the purpose of determining its effects.

Sunyartra: The critical threat range of one weapon you wield increases by 1. This increase stacks with those from other sources, such as the keen weapon property or the Improved Critical feat.

Archetype Advancement (Ex): At 3rd, 5th, 7th, and 9th levels, you gain a class feature that builds on those of your paragon. If your archetype advancement grants bonus

Table 2–5: The Mythic Exemplar Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+0	Paragon's path, save bonus +1	—
2nd	+1	+0	+0	+0	Least paragon's gift	+1 level of existing spellcasting class
3rd	+2	+1	+1	+1	Archetype advancement, save bonus +2	+1 level of existing spellcasting class (Imdastri or Ktolemagne only)
4th	+3	+1	+1	+1	Lesser paragon's gift	+1 level of existing spellcasting class
5th	+3	+1	+1	+1	Archetype advancement, save bonus +3	+1 level of existing spellcasting class (Imdastri or Ktolemagne only)
6th	+4	+2	+2	+2	Greater paragon's gift	+1 level of existing spellcasting class
7th	+5	+2	+2	+2	Archetype advancement, save bonus +4	+1 level of existing spellcasting class (Imdastri or Ktolemagne only)
8th	+6	+2	+2	+2	Supreme paragon's gift	+1 level of existing spellcasting class
9th	+6	+3	+3	+3	Archetype advancement	+1 level of existing spellcasting class (Imdastri or Ktolemagne only)
10th	+7	+3	+3	+3	Ability boost, embody paragon	—

Class Skills (4 + Int modifier per level): Craft, Knowledge (history), Knowledge (nobility and royalty), Knowledge (religion), Listen, Perform, Profession, Ride, and Spot.

Special: You can also add four class skills from one prior class to your mythic exemplar skill list.

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feats, you must meet all the normal prerequisites for your selections, unless otherwise noted.

Dardallion: You gain sneak attack. See the rogue class feature (*PH* 50). You gain another 1d6 points of sneak attack damage each time you select this feature.

Imdastri: You gain +1 level of an existing divine spellcasting class.

Ktolemagne: You gain +1 level of an existing arcane spellcasting class.

Orsos: You gain bonuses against the favored enemies of Orsos. At each of these levels, you gain a +2 favored enemy bonus against either aberrations or chaotic outsiders (your choice). You need not choose the same enemy each time. This bonus stacks with any favored enemy bonuses you might already possess.

Reikhardt: You gain +1 level of a class-based extraordinary ability to grant bonuses to allies (such as a marshal's auras).

Sunyartra: You gain a +1 bonus on all opposed Strength checks (such as those made on bull rushes or trip attacks), as well as all Strength-based skill checks.

Paragon's Gift, Lesser (Su): At 4th level, you gain a new supernatural ability that you can use once per day, according to your paragon as given on the following table. This ability follows all the guidelines for least paragon's gift (above), unless otherwise noted. If you choose, you can forgo your daily use of this ability for an extra use of the least gift.

Paragon	Ability
Dardallion	+4 insight bonus to Dexterity
Imdastri	+4 insight bonus to Wisdom
Ktolemagne	+4 insight bonus to Intelligence
Orsos	+4 insight bonus to Constitution
Reikhardt	+4 insight bonus to Charisma
Sunyartra	+4 insight bonus to Strength

Paragon's Gift, Greater (Su): At 6th level, you gain a new supernatural ability that you can use once per day. This ability follows all the guidelines for least paragon's gift (above), unless otherwise noted. If you choose, you can forgo your daily use of this ability for an extra use of your least or lesser gift.

Dardallion: You can use *blink*, as the spell.

Imdastri: As an immediate action, you can invoke temporary immunity to mind-affecting spells and abilities. This immunity does not extend to effects whose caster level exceeds your character level by 4 or more.

Ktolemagne: You can use *identify*, as the spell, except that the casting time is 1 minute, and you need no material component.

Orsos: You gain a +4 sacred bonus to your natural armor.

Reikhardt: You can use inspire greatness as a bard of your mythic exemplar level. If you already have this ability, your mythic exemplar levels stack with levels of the class that provided it for the purpose of determining its effects.

Sunyartra: You can use *haste*, as the spell, on yourself only.

Paragon's Gift, Supreme (Su): At 8th level, you gain a new supernatural ability that you can use once per day. This ability follows all the guidelines for least paragon's gift (above), unless otherwise noted. If you choose, you can forgo your daily use of this ability for an extra use of your least, lesser, or greater gift.

Dardallion: You can use *greater invisibility*, as the spell, on yourself only.

Imdastri: As an immediate action, you can invoke temporary immunity to necromantic and death effects. This immunity does not extend to effects whose caster level exceeds your character level by 4 or more.

Ktolemagne: You gain temporary spell resistance equal to 10 + your arcane caster level.

Orsos: You can use *air walk*, as the spell, on yourself only.

Reikhardt: You can use *dominate person*, as the spell. The DC is 10 + 1/2 HD + your Charisma modifier.

Sunyartra: You can use *divine power*, as the spell.

Ability Boost (Ex): At 10th level, one of your ability scores permanently increases by 2, according to your paragon as given on the following table.

Paragon	Ability Score
Dardallion	Dexterity
Imdastri	Wisdom
Ktolemagne	Intelligence
Orsos	Constitution
Reikhardt	Charisma
Sunyartra	Strength

Embody Paragon (Su): When you reach 10th level, you truly embody every physical and spiritual concept that your paragon stood for. Unless otherwise noted, the ability you gain is permanent and constant, as long as you remain conscious. If it is suppressed, you can raise the effect again as a swift action.

Dardallion: You can turn incorporeal (*DMG* 294) for up to 1 minute per day. This duration need not be used all at once and can be divided into intervals as short as 1 round. Shifting to or from incorporeality requires a move action.

Imdastri: You can "lose" a prepared divine spell in exchange for a spell of lower level from the Luck, Protection, or Strength domains, much as a good cleric can spontaneously cast *cure* spells. You do not gain the domain power or the ability to prepare these spells as domain spells.

Ktolemagne: You can "lose" a prepared arcane spell in exchange for any divination spell of lower level that is already in your spellbook.

Orsos: You gain a +4 bonus on any saves or rolls made to resist fatigue and exhaustion. In addition, you are under a permanent *freedom of movement* effect, unless the spell level of the impeding effect exceeds your character level.

Reikhardt: Select either Fortitude or Will saves. From this point on, you (and all allies within 60 feet) gain a circumstance bonus equal to your Charisma modifier on this saving throw. Once made, this choice cannot be changed.

In addition, once per day for 10 rounds, you can grant yourself and each ally within 60 feet damage reduction 2/—. This benefit does not stack with any other damage reduction you or your allies possess. This ability requires a swift action to activate.

Sunyartra: You can ignore 15 points of damage reduction (except epic) when attacking foes, and 15 points of hardness when striking inanimate objects.

PLAYING A MYTHIC EXEMPLAR

You are utterly devoted to following the example set by your paragon. You travel the world adventuring with your

comrades, just like the Six from Shadow did, always honing your abilities in the hopes that one day you might be half as skilled as they. Emulating your paragon is not your only concern—like other adventurers, you have goals to reach, loved ones to protect, and new lands to explore. But you do it all in homage to your paragon, and you do it just the way you believe that hero would have.

You are among the most respected of the Disciples of Legend, and you see your fellows in the organization as seekers of the truth who simply haven't yet matched your dedication. You might think of the group as your "alma mater" and spend little time with it.

Combat

Your tactics on the battlefield depend largely on your paragon and prior classes. Consider not only your paragon's abilities, but also his or her attitudes. Dardallion was infamous for constant movement, tumbling past opponents, flanking for a few moments, and then shifting to a new foe. Imdastri did not merely stand back to heal her allies; she stood at the forefront, casting spells to impede the enemy's ability to fight. Ktolemagne hurled *fireballs* with the best of them, but he preferred to gather intelligence, using his divinations to pinpoint enemies' weaknesses and anticipate their tactics, then chose spells to take advantage of what he had learned. Orsos seemed unstoppable, wading through ranks of minor foes and taking what wounds were necessary to reach his intended target. Reikhardt used his powers to augment his allies, but he always commanded from the front, wielding sword and lance. And the mighty Sunyartra allowed her greataxe and brutish figure to lull the enemy into thinking her dull and foolish, only to cut them down with a combination of mighty strikes and brilliantly precise tactics. Remember all this information when designing your own fighting style because it isn't sufficient that you merely share the abilities of your paragon; you should strive to match him or her in every way.

Advancement

Once you joined the Disciples of Legend, your leaders swiftly recognized your devotion to one of the Six from Shadow. So when they offered you the opportunity to emulate your chosen paragon in new and specific ways, you leapt at the chance.

You have only just begun your quest to become worthy of your paragon, and a lifetime of striving still lies ahead of you. You have no illusions that you will ever be the equal of your paragon; you hope only to lead a life that echoes that of your hero, and to have others say that you did honor to your paragon's name.

THE MARSHAL'S AURAS

Players familiar with *Miniatures Handbook* should recognize the effects from the mythic exemplar's list of minor and major auras. The benefits of these abilities do not stack with those provided by similar auras, but neither do such effects count against the number of auras a marshal can use at once.

The choices you make after becoming a mythic exemplar depend, again, on your abilities and your paragon. Select feats based on a combination of what you feel can most improve your own abilities, and what brings you closer to your paragon. If you are a true exemplar, these choices may often be one and the same.

Resources

While you are indeed the epitome of the Disciples of Legend, you can count on little more than moral support from them. The organization is not a rich one, and its limited resources are devoted to unearthing more of the history of the Six from Shadow and other mythic heroes. Indeed, it is far more likely that you might be asked to adventure in support of the organization than that it can afford to support your endeavors, except as noted above.

Sample Encounter

Mikolai Laziros and his squire, Ezria Birrinsdottir (see page 112), are encountered together, as noted in the Disciples of Legend section on page 64.

Mikolai Laziros — CR 9

Male human marshal 5/mythic exemplar 4
LG Medium humanoid
Init +4; **Senses** Listen +2, Spot +0
Aura varies; see text
Languages Common, Dwarven

AC 19, touch 10, flat-footed 19
(+7 armor, +2 shield)
hp 58 (9 HD)
Fort +7, **Ref** +4, **Will** +7

Speed 20 ft. (4 squares) in breastplate, base speed 30 ft.; Ride-By Attack
Melee +1 *lance* +8/+3 (1d8+2/×3) or
Melee mwk longsword +8/+3 (1d8+1/19–20)
Base Atk +6; **Grp** +7
Atk Options Mounted Combat, Spirited Charge
Special Actions Charisma boost 1/day, grant move action 1/day, inspire courage

Abilities Str 12, Dex 10, Con 14, Int 12, Wis 10, Cha 18
SQ major auras (motivate attack, motivate urgency), minor auras (accurate strike, master of tactics, over the top), paragon's path (Reikhardt)
Feats Improved Initiative, Lightning Reflexes, Mounted Combat, Ride-By Attack, Skill Focus (Diplomacy)[B], Spirited Charge
Skills Bluff +15, Diplomacy +25, Intimidate +17, Knowledge (history) +8, Knowledge (nobility and royalty) +8, Knowledge (religion) +2, Listen +3, Ride +8, Sense Motive +10, Survival +2
Possessions +2 *breastplate,* masterwork heavy steel shield, +1 *lance,* masterwork longsword, *cloak of Charisma +2,* heavy warhorse

Auras (Ex) Laziros can have one minor aura and one major aura active at all times. Raising a new aura is a swift action. Each aura affects every ally within 60 feet with an Intelligence of 3 or higher who understands Laziros's language. These auras function as though he were 6th level.

Accurate Strike (Minor): Add Laziros's Charisma modifier to rolls made to confirm critical hits.

Master of Tactics (Minor): Add Laziros's Charisma modifier to damage rolls when flanking.

Motivate Attack (Major): Grants allies a +1 bonus on attack rolls.

Motivate Urgency (Major): Grants allies a +5-foot bonus to base land speed.

Over the Top (Minor): Add Laziros's Charisma modifier to damage rolls when charging.

Charisma Boost (Ex) Once per day as a swift action, Laziros can increase his Charisma by 4 for up to 4 rounds.

Grant Move Action (Ex) Once per day as a standard action, Laziros can grant an immediate move action to all allies within 30 feet.

Inspire Courage (Su) Once per day as a swift action, Laziros can inspire courage as a 4th-level bard. He can maintain this effect for up to 4 rounds.

Heavy Warhorse **CR 2**

N Large animal
Init +1; **Senses** low-light vision, scent; Listen +5, Spot +4
Languages —

AC 19, touch 10, flat-footed 18
(–1 size, +1 Dex, +5 armor, +4 natural)
hp 30 (4 HD)
Fort +7, **Ref** +5, **Will** +2

Speed 35 ft. in chain barding (7 squares), base speed 50 ft.; Run
Melee 2 hooves +6 each (1d6+4) and bite +1 (1d4+2)
Base Atk +3; **Grp** +11

Abilities Str 18, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Feats Endurance, Run
Skills Listen +5, Spot +4

ORDAINED CHAMPION

"*You will yield to the might of Hextor—or you will yield to mine.*"

—Salan Roka, ordained champion of Hextor

Steeped in a tradition older than most religions, the ordained champions stride through the chaotic fog of violence and bloodshed. Driven by a zealous devotion to Herald of Hell, and to war itself—these harbingers of death and destruction are schooled in techniques of divine magic that enhance their combat capabilities far beyond those of mere soldiers.

The ordained champion is an ancient creation of Hextor, so old that it predates the final schism between the Herald of Hell and his half-brother, Heironeous the Invincible. Although ordained champions are known primarily as servants of Hextor, some tiny fraction do indeed serve the Invincible One instead. Heironeous's ordained champions are treated and act much like his paladins; thus, the details presented here for organization and attitude apply primarily to Hextor's champions.

BECOMING AN ORDAINED CHAMPION

Clerics make the best and most effective ordained champions. Paladins and paladins of tyranny[UA], as well as favored souls[CD] and shugenjas[CD], occasionally follow this path as well. None but the cleric can receive the full benefit of the prestige class, however.

Entry Requirements

Alignment: Any lawful, neutral good, or neutral evil.
Skill: Knowledge (religion) 7 ranks.
Feat: Weapon Focus with deity's favored weapon.
Spellcasting: Able to cast *magic weapon* as a divine spell.
Special: Must worship Hextor or Heironeous.

CLASS FEATURES

Your entire being is devoted to war—war in the name of your deity, war in the name of your favored cause, even war in the name of war itself. Your focus on warfare has slowed your spellcasting advancement, but the wide variety of martial powers you have gained has more than made up for that lack.

Spellcasting: At 2nd, 3rd, and 5th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming an ordained champion, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Bonus Domain: If you are a cleric, you gain the War domain as a third domain. If you already have the War domain, you can instead choose any other domain granted by your deity as your third domain. If you have no cleric levels, you can add the War domain spells to your class spell list, but you do not gain its domain ability or any extra spell slots for domain spells.

Combat Feats: You can permanently sacrifice one or two of your domain granted powers to acquire an equal number of feats from the list of fighter bonus feats, as long as you meet the prerequisites for them. You may not sacrifice your War domain ability for this purpose. You must choose whether or not to make this exchange when you first become an ordained champion, and you cannot later change your mind.

Continued Advancement: Levels in ordained champion stack with levels of other appropriate classes for the purpose of turning or rebuking undead, and for all level-dependent domain granted powers.

Modified Spontaneous Casting (Ex): If you have cleric levels, you lose the ability to spontaneously cast *cure* or *inflict* spells. Instead, you can swap out previously prepared cleric spells for any spells of equal or lower level from the War domain. This alteration applies even to levels you gain as a cleric after becoming an ordained champion.

If you are not a cleric, modified spontaneous casting does not apply to you, even if you can spontaneously cast some other kind of spell, such as *summon nature's ally*.

Diehard: At 2nd level, you gain Diehard as a bonus feat, even if you lack the prerequisites. If you already have Diehard, you can select any other feat for which you meet the prerequisites as your bonus feat.

Smite (Su): At 2nd level, you can spend one daily use of your turn/rebuke undead ability as a swift action to turn your next melee attack into a smite. You gain a bonus equal to your Charisma modifier on attack rolls, and you deal extra damage equal to your total effective turning or rebuking level. Your smite attack is not limited by alignment

Table 2–6: The Ordained Champion **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+2	Bonus domain, combat feats, continued advancement, modified spontaneous casting	—
2nd	+2	+3	+0	+3	Diehard, smite	+1 level of existing divine spellcasting class
3rd	+3	+3	+1	+3	*Channel spell, divine bulwark*	+1 level of existing divine spellcasting class
4th	+4	+4	+1	+4	*Fist of the gods,* rapid spontaneous casting	—
5th	+5	+4	+1	+4	*Holy warrior,* war caster	+1 level of existing divine spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Heal, Intimidate, Knowledge (arcana), Knowledge (nobility and royalty), Knowledge (religion), Knowledge (the planes), Profession, Ride, Spellcraft.

or race; you can attempt to smite any foe. Except as noted here, this ability functions like the paladin's smite evil ability (*PH* 44).

Channel Spell (Su): At 3rd level, you can channel any spell available to you that has one creature or more as it target into your melee weapon. Doing so requires a move action and uses up a spell slot or prepared spell of casting time no greater than one standard action. The channeled spell affects the next target you successfully attack with that weapon, though saving throws and spell resistance still apply normally. Even if the spell normally affects an area or is a ray, it still affects only the target in this case. On a successful hit, the spell is discharged from the weapon, which can then hold another spell. You can channel your spells into only one weapon at a time. A spell channeled into a weapon is lost if not used within 8 hours.

Divine Bulwark (Su): At 3rd level, you can sacrifice a prepared spell or spell slot as a swift action to gain damage reduction. The value of the damage reduction equals 1 + spell level sacrificed, and it can be overcome by a chaotic-aligned strike. Thus, a 3rd-level ordained champion who sacrificed a *flame strike* spell would gain damage reduction 6/chaotic for 3 rounds. The damage reduction gained from multiple uses of this ability does not stack. This protection lasts for a number of rounds equal to your ordained champion level.

Fist of the Gods (Su): At 4th level, you can sacrifice a prepared spell or spell slot as a swift action to deal extra damage. Doing so grants you a bonus equal to 1 + spell level sacrificed on your damage rolls for melee attacks. This benefit lasts for a number of rounds equal to your ordained champion level.

Rapid Spontaneous Casting (Ex): When you attain 4th level, any spell from the War domain that you spontaneously cast requires only a swift action if its normal casting time is no more than 1 standard action, or a standard action if its normal casting time is 1 full-round action. A spontaneous spell that you modify with a metamagic feat requires only its normal casting time rather than the extra time such a spell normally requires.

Holy Warrior (Su): At 5th level, you can spend one daily use of your turn/rebuke undead ability as a swift action to bring your Wisdom into play in combat. For 5 rounds after you activate this ability, you can use your Wisdom modifier in place of your Strength modifier on attack rolls and damage rolls.

War Caster (Ex): At 5th level, you gain a +2 bonus to your effective caster level when casting spells that appear on the War domain spell list.

Playing an Ordained Champion

You are fanatically devoted to your deity, but of equal importance is your devotion to war itself, because only in the chaos of combat can your skill and faith truly shine. Only on the field of battle is your commitment truly tested, and only there can you prove your true worth to your church and deity. You need not be mindlessly or randomly violent (though some of Hextor's neutral evil champions fit that description quite well), nor do you necessarily believe in fighting without just cause. You do firmly believe, however, that hesitation or regret in the face of necessary war is weakness, and that certain enemies are unworthy of either negotiation or compromise.

While you are considered a champion of the church of Hextor, you do not necessarily fight only on its behalf—in fact, you might be totally opposed to Hextor's ways. Many ordained champions, particularly those of lawful neutral alignment, fight for various nations and factions, or even hire themselves out as mercenaries to causes of which they approve. As long as you wage war—any war—you honor your deity.

Combat

Although you might be a potent spellcaster, you see yourself first and foremost as a melee combatant. If you have sufficient time to prepare, you are the equal of any fighter or barbarian on the battlefield. Between your class abilities and the spells to which you have access, you can even exceed the combat prowess of those martial classes for a short time. You are far less potent if caught unawares, however, so be sure you have contingency plans in place. Your ability to cast spontaneously from the War domain means you can fill your spell slots with utilitarian magic without sacrificing your martial abilities.

Advancement

You were a follower of Hextor (or Heironeous) before becoming an ordained champion. While you pursued your former career, the upper echelons of the church took note of your martial aptitude and approached you for special training and assignment.

You have now become one of the greatest of your deity's warriors. You have been relieved of many of your duties as a cleric (or other holy servant) because as a champion, your entire responsibility consists of standing victorious on the field of battle. You might be a mercenary, an adventurer, or a crusader for your deity, but regardless, your life now consists only of war and training for war.

Now that you're an ordained champion, you have some tough choices to make. Your spellcasting is based on Wisdom, and at high levels you can temporarily use your Wisdom modifier to gain melee bonuses, but you shouldn't ignore Strength. And since you lack the hit points of other martial characters, keeping your Constitution high is vital. Because of the bonus feats you gained from the prestige class, you can devote your other feat slots to improving spellcasting or increasing the number of turn/rebuke attempts you can make per day, all of which enhance your battlefield effectiveness.

Resources

The church of Hextor expects you to acquire what you need on your own. You might purchase equipment from the church, or from your employer if you serve as a mercenary, but you are highly unlikely to gain it for free. If you are an ordained champion of Heironeous, you can expect the same sort of resources that his paladins have.

ORDAINED CHAMPIONS IN THE WORLD

"Ordained champions are as disciplined and faithful as any cleric, and as potent as any paladin. If only their choice of patrons made them worthy of respect, rather than hatred and fear!"

—Jozan, cleric of Pelor

The ordained champions serve as both lone adventurers and military leaders, so you can introduce them to your campaign in almost any martial capacity. While the most obvious choice is to introduce an ordained champion as an active member of Hextor's church, remember that such characters often participate in conflicts that have no direct bearing on their faith. An ordained champion serving as a mercenary captain, for example, need not even be an adversary for the PCs. Alternatively, you could introduce an ordained champion of Heironeous first, though doing so can dilute the notion that such champions are incredibly rare.

Organization

Ordained champions have no organization of their own. Most serve in the church of Hextor to some extent, but their positions vary greatly based on the needs and hierarchies of the individual sects. They usually serve as officers, though Hextor's high priests still outrank them. In more secular groups, such as mercenary or adventuring companies, ordained champions normally seek positions of high authority or status, but again, their success in such endeavors depends on the circumstances.

The ordained champions of Heironeous are much more tightly tied to his church than the champions of Hextor are to theirs. Because of their low numbers, Heironeous's champions cannot afford to be without staunch allies.

AFFILIATION SPECIFICS

The following affiliation details are designed for ordained champions of Hextor. If you are instead playing one of the rare ordained champions of Heironeous, use what follows as a model, but change the specifics where appropriate.

Criterion	Affiliation Score Modifier
One-Time	
Character level	1/2 levels
Has actively battled any other church (except that of Heironeous)	+2
Has actively battled the church of Heironeous	+4
Holds officer rank in a military unit or organization in addition to the Church of Hextor	+1
Holds priestly rank in the Church of Hextor in addition to position and duties as an ordained champion	+2
Lawful evil	+1
Nonlawful	–1
Multiple Use	
Is instrumental in a great military victory	+4
Is instrumental in a great military defeat	–6

Rank	Affiliation Score	Titles: Benefits and Duties
0	3 or lower	None.
1	4–10	**Soldier of Hextor:** Entitled to living quarters, healing, and training. You must obey the orders of any higher-ranked member of Hextor's church and spend at least 50% of your time acting on the church's behalf.
2	11–20	**Master of War:** Maintains contacts and spies. You must obey the orders of any higher-ranked member of Hextor's church and spend at least 40% of your time acting on the church's behalf.
3	21–29	**Blooded Officer:** Entitled to supplies and equipment. You must obey the orders of any higher-ranked member of Hextor's church and spend at least 30% of your time acting on the church's behalf.
4	30 or higher	**General of Hell:** Can call together a cadre of loyal soldiers. You must obey the orders of any higher-ranked member of Hextor's church and spend at least 20% of your time acting on the church's behalf.

ORDAINED CHAMPION BENEFITS

Typically, an ordained champion represents a specific branch of Hextor's church. As a member of that church, he has certain duties to perform in exchange for benefits. Higher-ranked ordained champions are granted more leeway to choose their own tasks and trusted to ensure that their actions advance the cause of war; those of lower rank must spend much more of their time on quests or in battles assigned by the church.

Soldier of Hextor: At this rank, you might choose to dwell in the barracks of Hextor's various institutions. The accommodations are truly spartan and not especially comfortable, but they are secure and free to members. You also have access to trainers and practice grounds, and Hextor's priests are willing to heal any injuries you incur in the service of the Herald of Hell.

Master of War: By the time you attain this rank, you have begun to gain the trust of your superiors. You have access to the church's network of information, which helps you to choose military targets and enemies ripe for conquest. This

benefit manifests as a +4 circumstance bonus on all Gather Information and Knowledge checks made to determine the relative military strength of a faction, group, or nation, as well as its martial interests and any particular weaknesses in its defenses.

Blooded Officer: While Hextor expects his soldiers to be self-sufficient, you have access to a certain amount of aid upon attaining this level of prestige in the church. You can buy military equipment—including magic weapons and mundane but rare items such as siege engines—for 75% of the list price. In addition, the circumstance bonus on Gather Information and Knowledge checks that you gained at the previous rank increases to +8.

General of Hell: Once per year, you can gather other soldiers of Hextor under your command for any military operation or activity. You gain the benefits of the Leadership feat (*DMG* 106), except that the followers you acquire are all soldiers in Hextor's church, and they remain with you only for the duration of a single endeavor (up to 2 months at most). These soldiers are in addition to any followers you might have from the Leadership feat and are tracked separately in all ways. In addition, the circumstance bonus on Gather Information and Knowledge checks that you gained as a master of war increases to +12.

Salan Roka, ordained champion of Hextor

NPC Reactions

Most people don't see an "ordained champion" when they look at one; they simply see a holy warrior of Hextor or Heironeous. Their reactions vary accordingly, based on how they view those deities and their churches. In most civilized lands, an NPC's attitude is one step nearer helpful for followers of Heironeous and one step nearer hostile for followers of Hextor, but individual alignment and religious beliefs can alter this reaction.

ORDAINED CHAMPION LORE

Characters who have ranks in Knowledge (religion) can research the ordained champions to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Ordained champions are unholy warriors of Hextor, combining the features of clerics and blackguards.

DC 15: These warriors seem filled with divine energy. They can cast spells of war or fill their attacks with unholy strength and power the way clerics can heal the injured or banish undead.

DC 20: Their ability to imbue their attacks with divine energy allows them to smite like a paladin, but with a much wider range of targets, or to ensure that every blow they land inflicts maximum injury. They're rarer than hen's teeth, and supposedly not all of them worship Hextor. Heironeous has a few among his flock as well.

The ordained champions are well known among Hextor's clergy. Simply asking around in a church of the Herald of Hell produces directions to the nearest known member of the prestige class—assuming that the priests are convinced the character has good reason for looking.

ORDAINED CHAMPIONS IN THE GAME

As noted above, ordained champions can be potent adversaries, but they need not be enemies of the PCs. A member of this prestige class could serve as an officer or mercenary on the same side of a conflict as the PCs. A lawful neutral ordained champion might even share some goals with non-evil PCs, though he may have to fight an uphill battle to gain their trust.

In most instances, PC ordained champions should either be lawful neutral in alignment, or devoted to Heironeous rather than Hextor. The prestige class should appeal to players who like combining divine and martial skills but want an alternative to the paladin without as much emphasis on spellcasting as the cleric.

Adaptation

Although the ordained champion is designed primarily as a follower of Hextor, it can easily be altered to fit into the church of any martial deity of any alignment. Simply adjust some of the flavor text and the alignment requirements accordingly. In the Forgotten Realms campaign setting, the Red Knight, Tempus, and Tyr are appropriate deities for the class; while Dol Arrah, Dol Dorn, and the Mockery serve the purpose well in the Eberron campaign setting.

Sample Encounter

Whatever the specific circumstances, encounters with an ordained champion should be martial in nature, or at least related to combat. The PCs might first encounter one of these holy warriors during a war council or similar planning session, but the prestige class is designed for battle and battle only. Whether fighting an actual war or exploring the corridors of a forgotten ruin, the ordained champion can always be found wielding weapon and spell against some

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foe or another. In most cases, as a follower of Hextor, the ordained champion stands in opposition to the PCs, but in some instances (particularly when the ordained champion is not evil), cooperation to obtain a shared goal is certainly possible.

EL 14: Salan Roka is one of Hextor's greatest non-evil champions. As a professional soldier, he gathers strength from the militant discipline that Hextor provides, rather than from conquest and destruction of the weak. Still, as a Hextor-worshiper and mercenary, he is likely to be encountered either on the field of battle or in the depths of a magic-filled ruin, likely as a rival of the PCs rather than an ally.

Salan Roka — CR 14

Male human cleric 9/ordained champion 5
LN Medium humanoid
Init +3; **Senses** Listen +4, Spot +4
Languages Common

AC 20, touch 10, flat-footed 20
(–1 Dex, +10 armor, +1 deflection)
hp 80 (14 HD)
Fort +12, **Ref** +4, **Will** +15

Speed 20 ft. (4 squares) in full plate, base speed 30 ft.
Melee *+1 frost heavy flail* +17/+12/+7 (1d10+7/17–20 plus 1d6 cold)
Base Atk +11; **Grp** +15
Atk Options Cleave, Power Attack; smite 1/day (+4 attack, +9 damage), smite (+1 attack, +14 damage)
Special Actions *channel spell, divine bulwark, fist of the gods, holy warrior,* modified spontaneous casting, rapid spontaneous casting, rebuke undead 8/day (+3, 2d6+15, 14th)
Cleric Spells Prepared (CL 12th):
6th—*harm* (+15 melee touch, DC 20), *heal,* War domain spell (CL 14th)
5th—*bleed** (DC 19), *righteous might, spell resistance,* War domain spell (CL 14th)
4th—*confound** (DC 18), *death ward, neutralize poison,* War domain spell (CL 14th)
3rd—*cure serious wounds, dispel magic, prayer, searing light* (+10 ranged touch), *stone shape,* War domain spell (CL 14th)
2nd—*body ward**, *death knell* (DC 16), *resist energy, silence, spiritual weapon,* War domain spell (CL 14th)
1st—*bane* (DC 15), *bless, command* (DC 15), *cure light wounds, divine favor, shield of faith,* War domain spell (CL 14th)
0—*detect magic, detect poison, guidance, light, resistance, virtue*
Deity: Hextor. *Domains:* Destruction, Law, War. Due to her Spontaneous Domains feat (page 62), Roka need not choose domain spells ahead of time.

Abilities Str 18, Dex 8, Con 13, Int 10, Wis 18, Cha 12
SQ *divine bulwark, continued advancement,* modified spontaneous casting, rapid spontaneous casting
Feats Cleave, Combat Casting, Diehard[B], Extra Turning, Improved Initiative, Improved Critical (heavy flail), Martial Weapon Proficiency (heavy flail)[B], Power Attack, Spontaneous Domains*, Weapon Focus (heavy flail)[B]
Skills Concentration +18 (+22 casting defensively), Knowledge (arcana) +6, Knowledge (history) +7, Knowledge (religion) +10, Listen +4, Spot +4, Spellcraft +13
Possessions combat gear plus *+2 full plate, +1 frost heavy flail, belt of giant's strength +4, cloak of resistance +1, ring of protection +1, boots of speed,* holy symbol, 35 gp

Channel Spell (Sp) As a move action, Roka can channel any spell he can cast into his melee weapon. The channeled spell affects the next target he successfully attacks with that weapon (saving throws and spell resistance still apply).
Divine Bulwark (Sp) As a swift action, Roka can lose a prepared spell to gain damage reduction with a value equal to 1 + spell level, overcome by chaotic-aligned weapons, for 5 rounds.
Fist of the Gods (Sp) As a swift action, Roka can lose a prepared spell to gain a bonus on melee damage rolls equal to the level of the spell for 5 rounds.
Holy Warrior (Sp) As a swift action, Roka can spend a daily use of rebuke undead to substitute Wisdom for Strength for the purpose of attack rolls and damage rolls for 5 rounds.
Modified Spontaneous Casting Roka spontaneously casts spells from the War domain, rather than *cure* or *inflict* spells as normal for clerics.
Rapid Spontaneous Casting Spontaneously casting any spell from the War domain requires 1 swift action if its normal casting time is no more than 1 standard action, or a standard action if its normal casting time is 1 full-round action. A spontaneous spell that Roka modifies with a metamagic feat requires only its normal casting time rather than the extra time such a spell normally requires.
Smite (Su) As a swift action, Roka can spend a daily use of rebuke undead to turn his next melee attack into a smite attack.

PARAGNOSTIC APOSTLE

"If knowledge is power, omniscience is omnipotence. When we understand the nature of the world, we become its masters."
—Pallavarta Santalieri, Master of the Unturned Page

The paragnostic apostles are the most devoted of the Paragnostic Assembly (see page 72)—the most erudite of a sect dedicated, mind and soul, to the acquisition of knowledge. These eminent scholars use the secrets they've learned to augment their spells, and to shape the world around them in ways that other casters cannot. Knowledge is indeed power, and the paragnostic apostle understands that power better than most.

BECOMING A PARAGNOSTIC APOSTLE

Wizards, clerics, and archivists are best suited to this prestige class because of their skills and spellcasting progressions. However, bards, druids, sorcerers, favored souls[CD], and warlocks[CAr] sometimes follow this path as well. A high Intelligence score is essential because of the Knowledge skills required.

Entry Requirements

Skills: Knowledge (arcana) 5 ranks, Knowledge (religion) 5 ranks, Knowledge (any other) 5 ranks.
Spellcasting: Able to cast 3rd-level spells or use spell-like abilities of equivalent level.
Special: Must be a member of the Paragnostic Assembly.

CLASS FEATURES

You have mastered the art of modifying your magic based on what you know. With the proper application of your Knowledge skills, you can raise the potency of your spellcasting.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a paragnostic apostle, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Holy Texts (Ex): Because of your study of sacred writings, your paragnostic apostle levels stack with other class levels for the purpose of turning or rebuking undead and level-dependent domain abilities. You do not gain such abilities if you do not already have them, however.

Knowledge Is Power (Ex): At each level, you gain a spellcasting enhancement based on your Knowledge skills. Each time you gain this feature, choose one of the following abilities for which you meet the skill-based prerequisites. Although you can choose some of these abilities multiple times (as indicated in the descriptions), you may not select the same one twice in a row, and the minimum required skill rank increases by 2 for each subsequent selection of the same ability.

These benefits apply to warlock invocations as well as spells, where applicable.

Accurate Retort: You gain a +1 circumstance bonus on your ranged attack roll with every ray spell that you aim at a creature with a natural armor bonus. (Knowledge [arcana] 8 ranks)

Backhanded Attack: If you successfully hit with an attack that deals hit point or ability score damage and requires a saving throw against an additional, nondamaging effect (such as a warlock's *beshadowed blast*[CAr] or the *orb of acid*[CAr] spell, add 1 to the DC of the saving throw. (Knowledge [arcana] 6 ranks)

Call of Worlds: Each creature you summon with a conjuration (summoning) spell gains the fast healing ability. The damage healed per round begins at 2 hit points and increases by 1 for every three caster levels (maximum +5 at 15th caster level). (Knowledge [the planes] 6 ranks)

Discern Weakness: Choose one creature type or subtype from the ranger's favored enemy list (*PH* 47). If you have 8 ranks in the appropriate Knowledge skill (such as Knowledge [arcana] for dragons, or Knowledge [nature] for humanoids), the save DC of every spell that you target on a creature of that type increases by 1. You can select this ability multiple times, choosing a different creature type each time.

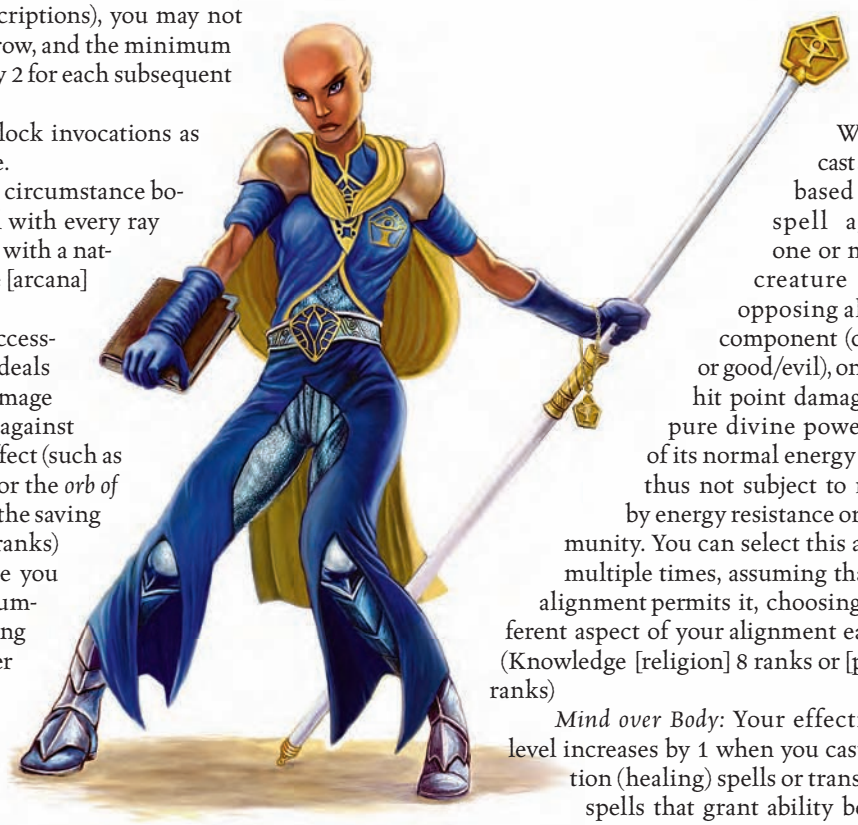
Divine Understanding: Choose one clerical domain. For the purpose of this ability, you can choose any domain, whether or not your deity offers it. Your effective caster level increases by 1 when you cast spells that appear on that domain's spell list. You can select this ability multiple times, choosing a different domain each time. (Knowledge [religion] 5 ranks)

Energy Supremacy: Choose an energy type from the following list: acid, cold, electricity, fire. Your effective caster level increases by 1 when you cast spells of that energy type. You can select this ability multiple times, choosing a different energy type each time. (Knowledge [the planes] 5 ranks)

Manifest Ethos: Choose one non-neutral aspect of your own alignment (chaos, evil, good, or law). When you cast an energy-based offensive spell against one or more creature with an opposing alignment component (chaos/law or good/evil), one-half the hit point damage dealt is pure divine power instead of its normal energy type, and thus not subject to reduction by energy resistance or immunity. You can select this ability multiple times, assuming that your alignment permits it, choosing a different aspect of your alignment each time. (Knowledge [religion] 8 ranks or [planes] 10 ranks)

Mind over Body: Your effective caster level increases by 1 when you cast conjuration (healing) spells or transmutation spells that grant ability bonuses or penalties. (Knowledge [nature or religion] 7 ranks)

Mind over Matter: Whenever you cast a spell that creates a solid object, its



Pallavarta Santalieri, a paragnostic apostle

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Table 2–7: The Paragnostic Apostle **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Holy texts, knowledge is power, lore	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Knowledge is power	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Knowledge is power	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Knowledge is power	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Knowledge is power	+1 level of existing spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Decipher Script, Knowledge (all skills, taken individually), Profession, Search, Speak Language, Spellcraft, Spot.

hardness and hit points each increase by 2. When you cast a spell that provides an armor bonus, that bonus to AC also increases by 2. (Knowledge [architecture and engineering] 5 ranks)

Mortal Coil: Your effective caster level increases by 1 when you cast transmutation spells. (Knowledge [nature] 6 ranks)

Noble Presence: Whenever you cast a charm or a compulsion, the save DC increases by 1. (Knowledge [nobility and royalty] 5 ranks)

Penetrating Insight: You gain a +1 bonus on caster level checks made to overcome spell resistance, or to successfully dispel another caster's spell. (Knowledge [arcana] 9 ranks)

See through the Veil: Whenever you cast a necromantic spell that targets undead, the save DC increases by 1. In addition, your effective turning level increases by 2, if you possess the ability to turn or rebuke undead. (Knowledge [religion] 7 ranks)

Spatial Awareness: Your effective caster level increases by 1 when you cast conjuration (teleportation) spells. Furthermore, the subject of any spell that increases base movement rate or grants a new type of movement gains an additional 10 feet to the designated speed. (Knowledge [geography] 5 ranks)

Lore (Ex): You can recall legends or information regarding various topics, just like a bard can with bardic knowledge. To use this ability, make a lore check (1d20 + twice your paragnostic apostle level + your Int modifier). Success grants you the same result as a bardic knowledge check would. If you have the bardic knowledge or lore ability from another class, your levels in those classes stack with your paragnostic apostle levels for the purpose of this check.

PLAYING A PARAGNOSTIC APOSTLE

Knowledge is the most important prize in the universe. What you know defines what you are, and what you might learn defines what you can become. Even when other objectives are at the forefront of your endeavors, the acquisition of new secrets and new understanding continues to drive you. An ancient text is far more valuable to you than gold, and forgotten spells interest you not merely for their power, but for what they can tell you about those who scribed them. Use your knowledge to aid your allies, and do not worry about seeming haughty or superior—information was meant to be shared, and any who are threatened by it simply lack the will to accomplish what you have.

As a paragnostic apostle, you are a combination high priest and headmaster who represents the heart and soul of the Paragnostic Assembly. You answer when your superiors need you, but you also have the right to all the support and resources they can offer. Share any new secrets you learn with your colleagues, so that no knowledge can ever be lost again.

Combat

Stand behind the front lines and cast your spells from the rear. If you were a wizard or sorcerer before becoming a paragnostic apostle, you're likely accustomed to such tactics, but if you were a cleric, don't give in to your inclination to stand beside the fighters—such tactics are no longer as viable for you as they once were. When given the choice, focus on the foes against whom your specific class abilities are most effective, but don't be afraid to make use of your spells where appropriate—they are no less useful against other opponents than they ever were. In other words, focus is advisable, but don't become so determined to confront specific foes that you ignore the good you can do against others.

Advancement

The paragnostic apostles are the elite of the Paragnostic Assembly. They do not openly ask other members to join their ranks, though individual apostles might have subtly recommended that you do so. Only members who express an interest and prove themselves sufficiently capable can become paragnostic apostles, and you managed both.

More than a researcher, more than an adventurer, you have now combined both into a single package, becoming a traveling and spellcasting seeker of secrets. You might devote your abilities to other goals as well, but while you do so, you are casting about for new information to absorb and to add to the Paragnostic Assembly's archives.

Although you place most of your skill points into Knowledge skills—not merely for the sake of your class abilities, but also to represent the learning you achieve as you advance—you shouldn't completely ignore your other skills. Search and Spot are useful for finding new secrets to learn, and Spellcraft and Concentration are no less important for you than they are for other spellcasters. And consider boosting your Intelligence at least once. Even if it's not your primary casting ability, an extra skill point per level adds up.

Resources

The libraries and sages of the Paragnostic Assembly can aid you in researching any topic imaginable. If you're a wizard, you can find almost any arcane spell known in the organization's libraries or purchase spells from its members (subject, as always, to DM approval). You aren't likely to get a reduction of price, but at least you know that you can find such spells, and perhaps you can trade for some of your own. Similarly, minor magic items such as potions, scrolls, and some wands can be purchased from the Paragnostic Assembly's members or its chapterhouses. The organization doesn't often provide more potent items, but if you are seeking a particular secret on its behalf, its leaders might provide magic items to aid you in that endeavor, on the understanding that anything not used up will be returned. Such items may be worth no more than 25% of the standard value for a character of your level.

Sample Encounter

Pallavarta Santalieri is encountered with Auleric the Swift (page 99) while exploring a lost library or ancient tomb, as described in the Paragnostic Assembly section on page 72.

PALLAVARTA SANTALIERI **CR 13**

Female half-elf cleric 8/paragnostic apostle 5
LN Medium humanoid (elf)
Init +0; **Senses** low-light vision; Listen +6, Spot +6
Languages Common, Draconic, Elven, Gnome

AC 21, touch 13, flat-footed 21
(+8 armor, +3 deflection)

hp 52 (13 HD)
Immune magic *sleep* effects
Fort +7, **Ref** +3, **Will** +15 (+17 against enchantments)

Speed 20 ft. (4 squares) in breastplate; base speed 30 ft.
Melee heavy mace +8/+3 (1d8)
Ranged light crossbow +8 (1d8/19–20)
Base Atk +8; **Grp** +8
Atk Options Sudden Empower, Sudden Extend, Sudden Maximize
Special Actions turn or rebuke undead 4/day (+3, 2d6+14, 13th)
Cleric Spells Prepared (CL 13th, 1d20+14 to overcome SR):
7th—*legend lore*[D] (CL 14th), *greater scrying* (CL 14th)
6th—*heal* (CL 14th), *mislead*[D] (CL 14th), *spiritual guardian**
5th—*break enchantment, divine retribution*, flame strike* (DC 20), *true seeing*[D] (CL 14th), *wall of stone*
4th—*air walk, dampen magic*, discern lies* (DC 19, CL 14th), *divination*[D] (CL 14th), *restoration, seed of life** (CL 14th)
3rd—*bestow curse* (DC 18, CL 14th), *clairaudience/clairvoyance*[D] (CL 14th), *daylight, dispel magic, prayer, searing light* (+8 ranged touch)
2nd—*aid, augury* (CL 14th), *detect thoughts*[D] (DC 17, CL 14th), *hold person* (DC 17), *silence, soul ward*, zone of truth* (DC 17)
1st—*bane* (DC 16), *bless, command* (DC 16), *detect secret doors*[D] (CL 14th), *divine favor, entropic shield, sanctuary, shield of faith*
0—*create water, detect magic* (2), *light, read magic, resistance*
D: Domain spell. Deity: Boccob. Domains: Knowledge, Trickery.

Abilities Str 10, Dex 10, Con 10, Int 16, Wis 20, Cha 13
SQ divine understanding (Knowledge), divine understanding (Trickery), lore +13, mind over body, mind over matter, penetrating insight, use magic devices as a 6th-level wizard
Feats Craft Wondrous Item, Skill Focus (Concentration), Sudden Empower[CAr], Sudden Extend[CAr], Sudden Maximize[CAr]
Skills Concentration +14, Diplomacy +3, Gather Information +3, Knowledge (arcana) +15, Knowledge (architecture and engineering) +8, Knowledge (geography) +6, Knowledge (history) +11, Knowledge (nature) +6, Knowledge (nobility and royalty) +4, Knowledge (religion) +17, Listen +6, Search +4, Spellcraft +14, Spot +6
Possessions *+3 breastplate,* heavy mace, light crossbow with 10 bolts, *ring of protection +3, headband of intellect +2, periapt of Wisdom +2,* holy symbol

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Divine Understanding Pallavarta's effective caster level is 14th when she casts spells that appear on the Knowledge or Trickery domain's spell lists.
Holy Texts (Ex) Pallavarta's paragnostic apostle levels stack with her cleric levels for the purpose of turning or rebuking undead and level-dependent domain abilities.
Lore (Ex) This ability functions as bardic knowledge.
Mind over Body Pallavarta's effective caster level is 14th when she casts conjuration (healing) spells or transmutation spells that grant ability bonuses or penalties.
Mind over Matter (Su) Whenever Pallavarta casts a spell that creates a solid object, its hardness and hit points increase by 2. When she casts a spell that provides an armor bonus, the AC bonus increases by 2.
Penetrating Insight Pallavarta gains a +1 bonus on caster level checks made to overcome spell resistance, or to successfully dispel another caster's spell.

PARAGNOSTIC INITIATE

"Magic is only one kind of knowledge."
—Auleric the Swift, paragnostic initiate

Not all who follow the precepts of the Paragnostic Assembly (see page 72) are spellcasters. Melee fighters, archers, and practitioners of mundane skills can also join the eternal hunt for knowledge. Paragnostic initiates, as the most devoted of these seekers are known, are no less dedicated to the hunt for secrets than are the apostles. Initiates, however, tend to focus less on magic and more on other aspects of the world. By combining their knowledge with their other abilities, they learn new ways to apply their skills and can even augment the beneficial magics that others cast upon them.

BECOMING A PARAGNOSTIC INITIATE

Rogues, scouts[CAd], and swashbucklers[CW] are the most common candidates for the paragnostic initiate prestige class because of their mobility and access to skills. Fighters and rangers are far from uncommon, however.

Entry Requirements

Skills: Knowledge (arcana) 2 ranks, Knowledge (religion) 2 ranks, Knowledge (any other) 2 ranks.
Special: Base attack bonus +4 or Tumble 7 ranks.
Special: Must be a member of the Paragnostic Assembly.

Table 2–8: The Paragnostic Initiate

Hit Die: d8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Assist casting (penetration), tactical combat
2nd	+2	+3	+3	+0	Assist casting (target), tactical combat
3rd	+3	+3	+3	+1	Assist casting (distraction), tactical combat

Class Skills (6 + Int modifier per level): Balance, Climb, Craft, Decipher Script, Jump, Knowledge (all skills, taken individually), Listen, Profession, Search, Speak Language, Spot, Tumble.

CLASS FEATURES

The abilities you gain from this prestige class are designed to enhance the spellcasting of others as well as expand your own combat options.

Assist Casting (Ex): You can assist an ally with spellcasting if you have a number of ranks in the appropriate Knowledge skill equal to the level of the spell being cast (minimum 1). The table below defines the required skills for each type of ally.

Ally Assisted	Knowledge Skill
Arcane caster	Knowledge (arcana)
Cleric or paladin	Knowledge (religion)
Druid or ranger	Knowledge (nature)

The type of assistance you can render varies with your level.

Penetration: Once per round as an immediate action, you can grant an adjacent allied spellcaster a +1 bonus on caster level checks made to overcome spell resistance.

Target: At 2nd level, you automatically aid any allied spellcasters in targeting a foe with which you are engaged in melee. Your ally does not take the standard –4 penalty for targeting that foe with a ranged attack spell, though the penalty remains in effect normally if other allies are engaged with that foe. In addition, you do not provide a cover bonus for that foe against any allied spellcasters. Furthermore, any foe you threaten takes a –1 penalty on Reflex saving throws against spells cast by your allies (but not by you).

Distraction: At 3rd level, you gain the ability to protect an allied spellcaster with whom you are flanking an opponent. As long as you maintain the flanking arrangement, your ally can cast spells without drawing attacks of opportunity from the flanked creature. Other activities that draw attacks of opportunity do so as normal.

Tactical Combat (Ex): At each level you attain in this class, you gain an ability to enhance your fighting prowess or to influence magical effects cast upon you, based on your Knowledge skills. Each time you gain this feature, choose one of the following abilities for which you meet the skill-based prerequisites. Although you can choose some of these abilities multiple times (as indicated in the descriptions), you may not select the same one twice in a row, and the minimum required skill rank increases by 2 for each subsequent selection of the same ability.

Avoid Energy: Choose an energy type from among acid, cold, electricity, and fire. You gain a +2 bonus on all saving throws made against spells that deal damage of that energy type. You can select this ability multiple times, choosing a different energy type each time. (Knowledge [the planes] 4 ranks)

Break Point: Each of your melee attacks deals an extra 2 points of damage against inanimate objects and constructs. (Knowledge [architecture and engineering] 4 ranks)

Deadly Strike: You gain a +2 bonus on attack rolls made to confirm critical hits. (Knowledge [nature] 4 ranks)

Discern Weakness: Choose one creature type from the ranger's favored enemy list (*PH* 47). Provided that you have at least 5 ranks in the appropriate Knowledge skill (Knowledge [arcana] for dragons, Knowledge [nature] for humanoids, and so forth), you gain a +2 bonus on attack rolls against creatures of that type. You can select this ability multiple times, choosing a different creature type each time. (Knowledge [varies] 5 ranks)

Mystical Augmentation: Choose one clerical domain. The effective caster level of any spell in that domain cast upon you by someone else increases by 1, if you so choose at the time of casting. (Knowledge [religion] 4 ranks)

Physical Augmentation: Choose one of your physical ability scores (Strength, Dexterity, or Constitution). When any spell that applies a bonus or penalty to this score is cast upon you by someone else, any bonus granted increases by 2, and any penalty imposed is reduced by 2 (minimum penalty 1). You can select this ability multiple times, choosing a different ability score each time. (Knowledge [nature] 6 ranks)

Resist Ethos: You gain a +2 bonus on all saving throws against negative energy-based spells, and against spells with an alignment subtype opposed to one or both aspects of your own alignment (law/chaos or good/evil). (Knowledge [religion or the planes] 5)

Spell Disruptor: Any spellcaster flanked by you and an ally cannot cast defensively to avoid attacks of opportunity and is aware of this limitation. (Knowledge [arcana] 6)

PLAYING A PARAGNOSTIC INITIATE

You are no less a seeker of knowledge than the paragnostic apostles are; you simply do not focus on magic as the central facet of that knowledge. Even when you adventure for other purposes, you are constantly alert for new knowledge, be it ways to augment your own abilities or simply information that you can bring back to the Paragnostic Assembly.

You lack the authority of the paragnostic apostles because you are considered less of a spiritual leader. However, you are still a central member of the Paragnostic Assembly, respected by all who would delve into the secret past.

Auleric the Swift, paragnostic initiate

Illus. by S. Argyle

Combat

Whether you're a front-line fighter or a mobile flanker, you find yourself engaged in melee far more often than your apostle counterparts do. Work out tactical maneuvers in advance with the others in your party, so that you can make the best possible use of your abilities aid allies. If you have a handful of strategies and procedures preplanned, you can implement them far more swiftly and effectively than you could on the fly.

Advancement

Though you lacked the skills required to become a paragnostic apostle, you were no less anxious to advance your learning and meld your abilities with the knowledge you had gained from membership in the Paragnostic Assembly. Petitioning to learn the secrets of the paragnostic initiate was the only logical choice, and the organization was happy to instruct you.

Now you spend much of your time traveling and adventuring in search of lost lore. Because you need not research the arcane to advance your spellcasting ability, you spend

less time in the organization's chapterhouses than many of the apostles do. Thus, while the apostles are often seen as the primary figures of the Paragnostic Assembly, it falls on you and your fellows to do at least as much work on the group's behalf.

As you advance, focus heavily on your Knowledge skills, as well as the other class skills that you do not have access to from other classes. You have only three chances to benefit from this skill list, so don't waste them. You might want to consider increasing your Intelligence, if the opportunity arises, for the same reason.

Resources

Like the paragnostic apostle, you have the full library and resources of the Paragnostic Assembly's chapterhouses available to you. While you're less likely to need access to arcane spells, you can still benefit from the organization's research libraries, as well as the occasional loan of magic items to help acquire specific lore.

Sample Encounter

Auleric the Swift is encountered with Pallavarta Santalieri (page 96) while exploring a lost library or ancient tomb, as described in the Paragnostic Assembly section on page 72.

Auleric the Swift **CR 11**

Male elf rogue 8/paragnostic initiate 3
CG Medium humanoid
Init +7; **Senses** low-light vision; Listen +2, Spot +10
Languages Common, Elven, Sylvan

AC 19, touch 13, flat-footed 16; improved uncanny dodge (+3 Dex, +6 armor)
hp 56 (11 HD)
Immune magic *sleep* effects
Resist evasion
Fort +7, **Ref** +13, **Will** +4 (+6 against enchantments); +2 against negative energy spells and spells that have the law or evil descriptor

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Speed 35 ft. (7 squares); Dash
Melee *+1 keen rapier* +13/+8 (1d6+2/16–20) or
Melee dagger +12/+7 (1d4+1/19–20)
Ranged dagger +12/+7 (1d4+1/19–20)
Base Atk +9; **Grp** +10
Atk Options assist casting (distraction), assist casting (penetration), assist casting (target), deadly strike, sneak attack +4d6

Abilities Str 12, Dex 17, Con 12, Int 13, Wis 10, Cha 10
SQ mystical augmentation (healing), resist ethos, trap sense +2, trapfinding
Feats Dash[CW], Improved Initiative, Stealthy, Weapon Finesse
Skills Appraise +4, Balance +16, Bluff +1, Climb +10, Escape Artist +10, Gather Information +3, Hide +16, Jump +13, Knowledge (arcana) +7, Knowledge (nature) +5, Knowledge (religion) +6, Listen +2, Move Silently +21, Search +15, Spot +10, Tumble +17
Possessions *+3 studded leather armor, +1 keen rapier,* 7 daggers, *cloak of resistance +1, boots of elvenkind*

Assist Casting (Distraction) (Ex) If Auleric and an ally flank an opponent, that ally can cast spells without drawing attacks of opportunity from the flanked creature.
Assist Casting (Penetration) (Ex) As an immediate action, Auleric can provide an adjacent allied caster a +1 bonus on checks to overcome spell resistance.
Assist Casting (Target) (Ex) If Auleric is in melee with a foe, an allied caster does not take the standard –4 penalty to target that foe with a ranged attack spell, nor does Auleric provide a cover bonus for that foe against allied spellcasters. In addition, any foe he threatens takes a –1 penalty on Reflex saves against spells cast by Auleric's allies.
Deadly Strike (Ex) Auleric has a +2 bonus on attack rolls to confirm critical hits.
Mystical Augmentation (Ex) Spells of the Healing domain affect Auleric at +1 caster level.

SANCTIFIED ONE

"I come in the name of the Brawler, and no evil shall stand against me!"

—Tarrana, sanctified one of Kord

The cleric, the paladin, the priest, and the holy warrior—all these are classic divine hero archetypes. Whatever differences they may have, all divine heroes owe their power to deities or to their faith and devote themselves to the service of powers beyond the mortal plane.

But not all deities have paladins as their martial champions, or clerics as their most iconic servants. In some cases, the sanctified one fills both roles.

BECOMING A SANCTIFIED ONE

Among the many roles that deities fill in the world, the role of patron is among the most important. Every deity has its own portfolio and its own agenda, and each rewards faithful service differently.

A sanctified one epitomizes the ideals of her own specific deity. Although any deity can sponsor a sanctified one, these holy servants most often serve deities who lack any other obvious champions. Few serve deities who attract mostly lawful good worshipers, for example, since paladins typically function as the champions of such faiths. Sanctified ones, on the other hand, fill the role of champion for churches without other obvious choices—typically Ehlonna, Kord, Olidammara, and Wee Jas.

Unlike members of most other divine prestige classes, sanctified ones often come from backgrounds other than clerical. A sanctified one might have been a wizard, a rogue, or a fighter before becoming a champion of her religion.

To become a sanctified one, a character must be of the same alignment as her deity—a restriction even more stringent than those governing clerics and paladins. Furthermore, a deity who favors a particular character class most often draws its sanctified ones from that class.

Entry Requirements

Base Attack Bonus: +5.
Alignment: Must match that of deity chosen.
Skill: Knowledge (religion) 6 ranks.
Special: Must worship chosen deity and complete a sanctification ritual performed by a priest or other authority of the chosen deity's church.

CLASS FEATURES

As a sanctified one, you gain class features that build upon strengths valued by your deity.

Weapon and Armor Proficiency: If you are not already proficient with the chosen weapon of your deity,

Table 2–9: The Sanctified One **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+2	Additional class skills, sanctified ability	—
2nd	+1	+3	+3	+3	—	+1 level of existing spellcasting class
3rd	+2	+3	+3	+3	Sanctified ability	—
4th	+3	+4	+4	+4	—	+1 level of existing spellcasting class
5th	+3	+4	+4	+4	Sanctified blessing, sanctified ability	—

Class Skills (2 + Int modifier per level): Concentration, Diplomacy, Intimidate, Knowledge (religion), Perform, Sense Motive.

you gain that proficiency now. You gain no other armor or weapon proficiencies.

Spellcasting: At 2nd and 4th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a sanctified one, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Additional Class Skills (Ex): Upon becoming a sanctified one, you gain the additional class skills specified for your deity in the accompanying table.

Sanctified Ability: At 1st, 3rd, and 5th level, you can choose a sanctified ability corresponding to your deity from the accompanying table. Sanctified abilities can be extraordinary, spell-like, or supernatural, as designated in their individual descriptions. If a sanctified ability is followed by an asterisk (*), you can select it as many times as you wish. Each time you choose it, the number of times per day that you can use that ability increases by one.

Sanctified Blessing: At 5th level, you receive a sanctified blessing based on your deity's powers and portfolio, as given on the accompanying table.

Sanctified One Abilities

The abilities to which you have access as a sanctified one are summarized on the accompanying table and described below, in the order they appear on the table.

Ehlonna: As a sanctified one of Ehlonna, you gain abilities relating to light, life, and nature.

Light of Life (Su): Once per day as a standard action, you can call upon Ehlonna's light to create a consecrated area. This effect works like the *consecrate* spell, except that the effect is mobile and centered upon you. In addition, you are treated as an altar of Ehlonna for the purpose of determining the bonuses granted. This effect lasts for 10 minutes.

Nature's Bounty (Sp): Once per day, you can use *heroes' feast* (caster level equals 6 + your sanctified one level). Instead of producing tables and chairs, however, this ability produces blankets and pallets more suited to an outdoor setting.

Nature's Holding (Sp): Once per day, by touching a plant or a natural earth or stone surface, you create an opening to an extradimensional space similar to that created by a *rope trick* spell. When you and your allies enter this space and close the "door," no evidence of the opening exists on the outside. The space remains for 12 hours or until the last creature exits, whichever comes first.

Summon Nature's Mount (Su): Once per day as a swift action, you can summon either a unicorn or a griffon (your choice) to serve as your mount. For each sanctified one level you possess, the creature gains 2 Hit Dice and a +2 sacred bonus to its AC. The mount is immune to fear effects, and it remains for 1 hour or until slain. You gain a +5 bonus on Ride checks while riding this creature.

Fast Healing (Su): Once per day as an immediate action, you can gain fast healing 5, which lasts for 10 rounds.

Kord: As a sanctified one of Kord, you gain abilities relating to strength and chaos.

Chaos Warp (Su): Once per day, you can completely ignore all damage from one critical hit scored against you, as well as any effects relating to it.

Holy Fire (Su): Whenever you cast a spell with the fire subtype, you can choose to change all the fire damage it deals into raw divine damage that is treated as good-aligned for the putpose of overcoming damage reduction. This choice must be made at the time of casting.

Luck of Battle (Ex): Once per day, you can choose to roll twice for any roll normally requiring 1d20 and use the higher of the two results.

Sanctified Strength (Su): Once per day, you can apply twice your sanctified one level as a sacred bonus to your Strength for 1 round.

Blessing of Kord (Su): At dawn every day, you can choose one of the following blessings of Kord, which lasts for 24 hours: +2 bonus to Strength, +2 luck bonus on all saves, or +10-foot

Sanctified One Abilities and Blessings

Deity	Additional Class Skills	Sanctified Abilities	Sanctified Blessing
Ehlonna (NG)	Knowledge (nature), Search, Survival	Light of life*, *nature's bounty, nature's holding, summon nature's mount**	Fast healing 5
Kord (CG)	Climb, Jump, Knowledge (dungeoneering)	Chaos warp*, holy fire, luck of battle*, sanctified strength*	Blessing of Kord
Olidammara (CN)	Appraise, Knowledge (dungeoneering), Move Silently	Chaos luck*, good catch, not in the face*, rogues' blessing	*Fast talk*
Wee Jas (LN)	Decipher Script, Knowledge (arcana), Spellcraft	Armor of law, death's cloak*, sanctified fall, sanctified spell*	*Ruby spell*

bonus to speed. You cannot change this blessing until the next day.

Olidammara: As a sanctified one of Olidammara, you gain abilities relating to luck and stealth.

Chaos Luck (Su): Once per day as an immediate action, you can grant yourself and each of your allies within 30 feet the evasion ability for 1 round. Any recipient of this benefit who already has evasion gains improved evasion instead. Any recipient who already has improved evasion gains no further benefit.

Good Catch (Ex): Whenever you make a Disable Device check, you can choose to roll a second time before learning the result of your check. If you do so, you must use the result of your second attempt.

Not in the Face (Ex): Once per day as an immediate action, you can apply your base Reflex save as a bonus to your Armor Class for 1 minute. Whenever you are denied your Dexterity bonus, you lose this bonus as well.

Rogues' Blessing (Su): If you have the sneak attack ability, you gain an extra 1d8 points of sneak attack damage for every two sanctified one levels you possess.

Fast Talk (Su): Once per combat encounter, you can make a Diplomacy check as an immediate action to prevent an enemy within 10 feet from attacking you. The foe must be attempting an attack against you at the time you use this ability. If your Diplomacy check result exceeds your opponent's Sense Motive check result by at least 1 for every 3 points of base attack bonus the enemy character possesses, he decides not to attack you (or anyone else) this round. In subsequent rounds, he attacks you only if you attack him first or are the only opponent within sight. If your Diplomacy check fails, the opponent attacks normally, and you cannot use this ability again during this combat encounter.

Wee Jas: As a sanctified one of Wee Jas, you gain abilities relating to death, law, and spellcasting.

Armor of Law (Su): If you have an armor bonus (permanent or temporary), it increases by an amount equal to your class level. If you have no armor bonus, you can increase your shield bonus instead. If you have neither, you gain no benefit.

Death's Cloak (Su): Once per day as a swift action, you can render yourself immune to poison, magic *sleep* effects, paralysis, stunning, disease, and death effects for 1 minute.

Sanctified Fall (Su): If you are reduced to –1 or fewer hit points, or even killed outright by a death effect, you can use an immediate action to either cast a spell of casting time no greater than a standar action or else make to a single attack. For this action only, you can increase your either your effective caster level or your bonus on attack rolls (your decision) by an amount equal to your sanctified one level.

Sanctified Spell (Ex): Once per day, you can increase your effective caster level by an amount equal to your Intelligence bonus (if any) for 1 round.

Ruby Spell (Sp): Choose a spell that you can cast from the highest level to which you have access. You can now use this spell as a spell-like ability once per day. Doing so requires no material components, unless those components have a gold piece cost equal to 100 gp or more. You can also still cast this spell normally as part of your normal spell repertoire.

Each time you gain a new spellcasting level, you can either retain this spell as a spell-like ability or choose a different one from the highest level you can cast.

AFFILIATION SPECIFICS

The following affiliation details are designed for sanctified ones of Kord. If you are playing a sanctified one dedicated to a different deity, use what follows as a model, but change the specifics where appropriate.

Criterion	Affiliation Score Modifier
One-Time	
Character level	1/2 levels
Strength 13 or higher	+1
Has the Athletic feat	+1
Has the Endurance feat	+1
Has a Strength penalty	– 2 × penalty
Multiple Use	
Wins an athletic competition	+1/4 opponent's CR
Completes a mission or adventure requiring great Strength or stamina (scaling a mountain, swimming a channel, or the like)	+4
Refuses a personal challenge	–1
Is defeated in an athletic competition	–2

Rank	Affiliation Score	Titles: Benefits and Duties
0	3 or lower	None.
1	4–10	**Supplicant:** Entitled to living quarters, healing, and training. You must serve or guard the church for at least 60 days each year (see below).
2	11–20	**Competitor':** Gain a +2 bonus on Strength checks and Strength-based skill checks.
3	21–29	**Master:** Gain a +2 bonus on opposed checks made to resolve grapple, trip, and overrun attempts.
4	30 or higher	**Paragon:** Use *greater heroism* (self only) as a spell-like ability once per day (caster level equals your character level).

SANCTIFIED ONE OF KORD BENEFITS

Though you have no separate organization, you are entitled to a variety of benefits based on your service to your deity and church. If you have a rank of 1 or higher, you can live in a barracks attached to a temple of Kord if you wish. If you do so, you have access to the attached gymnasiums as well (see the Kord entry in Deities and Demigods).

Supplicant: At this rank, you can stay in the guest quarters at any temple to Kord for as long as you wish. In addition, you receive free healing for any injury you suffer in Kord's service. If you are injured while acting on your own, you can receive one free 3rd-level or lower *cure* spell each day. If you choose these benefits, you also must serve the church for at least 60 days each year, guarding a temple or other church property, training other champions, or undertaking quests. Your days of service need not be continuous.

Competitor: By the time you attain this rank, you have achieved a degree of renown among worshipers of your deity. Because you are regularly called upon to perform missions for your church, you gain a +2 bonus on Strength checks and Strength-based skill checks.

Master: Your increasing focus on combat in the name of Kord has earned you a +2 bonus on opposed checks to resolve grapple, trip, and overrun attempts.

Paragon: As the representative of Kord on earth, you are entitled to use *greater heroism* as a spell-like ability once per day (caster level equals your character level). This ability is usable on yourself only.

PLAYING A SANCTIFIED ONE

As a sanctified one, you strive to live up to the moral, ethical, and religious code of your church. Because you are the personification of your deity's best attributes on the Material Plane, it's important to act in accordance with your patron's wishes at all times. Since accepting the mantle of sanctified one, you have conducted a thorough study of your deity's major characteristics, domains, portfolio, and general philosophy, and you try to behave in a manner consistent with those principles at all times.

Chapter 1 of this book discusses in detail how followers of the various religions tend to act and what they value. You, however, take these guidelines as law and attempt to live every moment of your life as your deity's direct representative on the Material Plane.

You have no problem working with the followers of other religions, or even those who worship no deity at all. While you might (or might not) be an evangelist, you understand that getting out and adventuring in your patron's name is the best service you can render. As a living example of your deity's greatness, you can truly showcase the divine power of your religion.

You also recognize that your deity has particular allies and enemies within the divine pantheon. As a sanctified one, you try to keep the churches of friendly deities close and prevent the churches of rival deities from gaining power at your patron's expense. Meeting this goal often means working with people outside your religion and forging new friendships with them. Those who share even part of your religious philosophy are on the right track, even though their paths occasionally diverge from yours.

Combat

Although your deity might or might not be focused on combat, you are an adventuring hero—a champion of your deity. Thus, to a greater or lesser extent, you are expected to use your abilities in combat to defeat your foes. You might do so in an entirely different way than another sanctified one, depending upon your gifts. The following archetypes describe your combat philosophy, depending upon the deity you worship.

Storm of Blades (Kord): As a sanctified one of Kord, you leap into the center of the fight, hacking your way toward your most dangerous foes first. You prefer to draw attention away from your allies, depending on your deity-granted abilities to protect you while you strike at the heart of the foe.

If you came from a fighting class, you probably possess good armor or exceptional speed in combat, so you trust in those defenses to help you avoid the most damaging blows. Use your *luck of battle* ability to avoid damaging magic, saving your *chaos warp* ability to help you avoid devastating critical hits from strong opponents with exceptional weapons. When you reach your enemy, use your *sanctified strength* to deal extra damage with a single blow.

Nature's Protector (Ehlonna): The abilities Ehlonna has granted you are geared toward readying your allies for a fight and healing them afterward. Thus, you usually concentrate on protecting and heartening warriors, though you do keep a few surprises in store for complacent enemies. Whenever possible, use *summon nature's mount* to achieve battlefield supremacy, since it lets you stay out of range of your most powerful enemies and use ranged spells or attacks to harass them. When possible, dart in to rescue wavering comrades, either pulling them from the press or healing them on the spot, depending on the resources you have available.

A Knife in the Dark (Olidammara): You aren't a battlefield hero. As a sanctified one of Olidammara, you have no need to prove your valor—only to win. Though some might call you a coward, you know how to use your wits and abilities to keep yourself alive and free on the battlefield. Your not in the face and *fast talk* abilities make you difficult to hit, and you can save many lives at a time with your chaos luck ability. In general, you make yourself innocuous on the battlefield, hoping to deliver a devastating strike—or even a timely distraction—at just the right moment.

Deathspell (Wee Jas): Though you depend heavily on your spells, you aren't a blast-away type of spellcaster. As a sanctified one of Wee Jas, you prefer to use your powers to influence minds—and sometimes bodies as well. Your resistance to death effects makes you the ideal person to confront wayward undead, and your armor of law protects you from overzealous foes that don't know any better than to attack a servant of Death. When the time is right, your sanctified spell ability can deliver an unexpected, deliberate magical punch, thereby providing Wee Jas with more company in the netherworld.

Advancement

When you chose to devote yourself wholly to your deity, you had to earn the trust and respect of your church's authorities. You began to study your deity and the church's dogma

WHY NO EVIL SANCTIFIED ONES?

The deities of evil have their champions too, but such individuals share few characteristics with sanctified ones. Even the lawful neutral worshipers of Wee Jas and the chaotic neutral followers of Olidammara sometimes work together toward a common goal, but evil characters can seldom manage viable alliances.

Aside from the fact that evil sanctified ones would usually be NPCs by default, the evil deities often prefer to reshape the world, and their worshipers, in their own images without much of a common bond. An evil champion of Erythnul would find less in common with a champion of Gruumsh than you might think, even though both deities are chaotic evil. Sanctified ones, on the other hand, are unified by their single-minded devotion to their deities, and even those of differing philosophies and alignments can work together for extended periods of time. Evil champions tend to betray each other frequently, and no underlying bond exists between them.

in earnest and take on any missions the church leaders felt they could entrust to you. In short, you began to serve as a champion of your deity well before you formally took on the mantle of sanctified one. When you finally did, the entire congregation knew your reputation and looked up to you as your deity's chosen representative.

But your work has only begun. Because you might very well be the only sanctified one your church has in the area, you strive harder to advance. You are welcomed into most organizations sponsored by your deity, but you must be careful not to focus too heavily on one aspect of your religion at the expense of another. For example, if you worship Kord, you certainly value strength, but it would be too easy to concentrate on refining your physical strength at the expense of the other tenets of your religion.

Try to choose feats that complement your class features and take advantage of your strengths. Worry less about covering up your weaknesses; after all, you are only a mortal. If you worship Wee Jas, take feats that improve your spellcasting ability and skills that increase your knowledge so that you can gain a better understanding of the workings of death. As a follower of Ehlonna, you should work toward becoming more in tune with nature by learning feats that connect you with the strengths of animals, plants, and the elements. You must also continue to increase your knowledge of nature and its enemies.

Resources

As a sanctified one of your chosen deity, you can expect respect, recognition, and even assistance from followers of your religion and those of allied faiths. Your church's clergy and congregation trust you as your deity's representative on the Material Plane. If you need healing, spellcasting, or other resources, you have a right to expect the local church or any nearby worshipers to provide such, even if you cannot offer compensation immediately.

But being a sanctified one is a double-edged sword. When asked for assistance by your church or an ally, you cannot reasonably refuse unless undertaking the requested task would keep you from performing a greater service for your deity. Even then, you should try to work out a means of accomplishing both tasks to prove yourself worthy of your deity's trust. You do not expect to go without compensation for your services—indeed, it would be disrespectful for a church not to ensure that its sanctified ones were fully equipped. However, you never demand more than those in need can afford. Furthermore, when you receive "loans" of services or goods, you repay them quickly and with interest.

Because of such behavior, you are recognized throughout the world as a pillar of your religion and few—even the nonreligious—are disrespectful to you. Your foes might also treat you with awe, sometimes targeting you more heavily than they otherwise would. But you are a champion, so you can withstand your enemies better than most.

SANCTIFIED ONES IN THE WORLD

"They're just as committed as paladins—and just as fanatical."
—Lars Bentforth, Woldsdown peasant

Sanctified ones are lone champions of their religious beliefs. While they gain the respect of those around them, they also find themselves segregated from their fellow worshipers. At times, sanctified ones can come across as too perfect, or too intense. Even those who worship "relaxed" deities such as Olidammara often make others around them feel inadequate or without purpose. Such reactions stem from the fact that sanctified ones don't just believe—they know.

First and foremost, members of this prestige class are adventurers. However, their patron deities have given them abilities that enable them to go forth and advance divine agendas in the world. Few sanctified ones spend their time in large temples or holy places protected by cities or fortresses. Most often, they are out in the wild, mingling with the desperate and the hopeless. Nevertheless, they are seldom out of touch with their churches, and they are always on call when the church leaders are in need of heroes. Sanctified ones simply never get to enjoy the fruits of their labors for long.

In an adventuring party, a sanctified one often serves a support role because he feels more comfortable helping others succeed than drawing the glory to himself. Such an attitude might seem odd to others, especially since sanctified ones draw so much attention from their foes, but it makes sense to the holy champion. He knows that someday the foes sent against her will succeed in destroying him, but he plans to go down fighting and if possible keep his comrades alive and fighting. So while a sanctified one might either draw fire or stand back and heal, he doesn't use her party members as ammunition or fodder for her enemies' swords. Rather, he willingly plays the role his deity has chosen for him.

Organization

Sanctified ones have no organization of their own, both because they are so few in number and because they tend not to bond with characters outside their ranks. And while sanctified ones of different religions might work together, they are too committed to the tenets of their individual beliefs to share any common organizational philosophy or structure. Thus, sanctified ones often find themselves on the outside looking in, serving the causes in which they so fervently believe but isolated from their fellows.

However, each sanctified one automatically belongs to at least one organization—her church. He might also join another organization within that church—perhaps one run by members of a different prestige class. But many prestige classes with religious strictures are too narrow in focus for a sanctified one. Such a character isn't interested in just one aspect of her deity's portfolio; he wants to promote the whole package.

NPC Reactions

People fortunate enough to meet a sanctified one of their own church often treat him as a hero. They see him as someone their children should look up to and someone they themselves should venerate, but a measure of desperation is often intermingled with this hero worship. People have heard that sanctified ones go only where their church needs them, and that they settle where the fire is hottest. Thus, common folk revere sanctified ones but hope they are simply passing through, looking for trouble in some faraway land. Such NPCs usually begin any interaction as helpful, or at worst friendly.

Clerics react to a sanctified one of their own faith in similar ways. Most see her as a devoted follower of their religion, welcome her into their sanctuaries, and share news, food, and problems with her. Church leaders—be they lay persons, actual clerics, or other divine casters—recognize their deity in the face of the sanctified one and see her presence as a blessing. But they too worry about trouble. Why is the sanctified one there? What does the god need done? How is her mission going to affect the church, the congregation, and the clergy? Nevertheless, devout clerics are helpful to sanctified ones on almost any occasion.

A few clerics, however, disdain and even envy sanctified ones. Some such individuals come from fringe sects or overly structured temples in which rote has replaced belief in the hearts of the worshipers, and others have a slightly different alignment from their deity. In such cases, the cleric may view the sanctified one as too stratified, or too intensely devoted to a "narrow-minded view" of the deity. This situation isn't as unusual as it might seem—plenty of clerics of Kord are neutral good, and few of them appreciate hearing a "hero" of the religion espousing the importance of chaos, individuality, and luck. Such clergy members sometimes mutter against the sanctified one and can, if left unchecked, turn her from a visiting hero into a harbinger of doom in the minds of the worshipers. Envious clergy might appear to be helpful in initial interactions, but turn out to be unfriendly or even hostile toward the sanctified one in the long run.

But the true enemies of the sanctified one are the foes of her religion. Worshipers of evil deities put even higher prices on the heads of sanctified ones than on those of known paladins because they rightly see a strike against such a hero as a strike against the religion he represents and the deity he worships. A sanctified one who lingers too long in one place has more to worry about than mutterings of envious clergy; he runs a very real risk of assassination or a strike by her religion's enemies. Enemies of the sanctified one's church are always hostile toward the champion herself.

Most non-evil members of other religions see sanctified ones as powerful adventurers and seldom treat them much differently than they would a high-level paladin or cleric—usually friendly, though occasionally indifferent. This attitude can be a relief when the sanctified one simply wants to rest in a place where her deity isn't worshiped. But when the deity calls again, he must ride!

Illus. by S. Argyle

Tarrana, sanctified one of Kord

SANCTIFIED ONE LORE

Characters who have ranks in Knowledge (religion) can research sanctified ones to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: A sanctified one is a servant of [*deity's name*] and has achieved a strong connection to her faith.

DC 15: A sanctified one almost certainly has at least one special power granted by her deity.

DC 20: A sanctified one of [*deity's name*] can use one or more of the following abilities: [*special abilities*].

DC 30: Characters who achieve this level of success can learn important details about the sanctified ones in your campaign, including notable individuals, the areas where they operate, and the kinds of activities they undertake.

Since sanctified ones don't have their own special organization, the best way for a character to approach membership in this prestige class is to find a devout clergy member (usually a cleric) of the appropriate religion and ask about champions of the deity. Several attempts might be required to gain the appropriate information. Almost every member of any organized religion has heard of sanctified ones, but few have ever actually met one. Alternatively, when a character completes quests in the name of a deity, he might be approached by a high-level cleric or even a sanctified one and offered the opportunity to participate in the initiation rites.

SANCTIFIED ONES IN THE GAME

If you wish to add sanctified ones to your game, you should probably include more detailed information about religion as background for adventuring. Religion is a great motivator for adventuring in the D&D game, and the quest to become a sanctified one is a process characters can begin at any level.

You can introduce sanctified ones as NPC heroes when your PCs attain the appropriate character levels. Because of their general attitudes, they make terrific NPCs—they seldom feel the need to "grab the glory," and they would rather help others achieve success than be lauded for doing it all themselves. A sanctified one wants others to become heroes, especially if doing so links their names to the worship of the right deity.

When a player evinces interest in devoting his character to a deity, introduce the concept of the sanctified one as a goal and allow the PC to work toward it. Luckily, most of the PC's goals probably match those of any other adventurer—namely, defeat evil and become more powerful. Multiple aspiring sanctified ones in the same party can make for a fun and interesting group.

Adaptation

This section presents four examples of sanctified ones using deities from the core D&D game. You can adapt these to other campaign settings by matching up first portfolios and domains, and then alignment. You might need to swap out one or two powers, but fortunately, most of the powers clearly link to specific domains.

If you wish to create your own sanctified one for a different deity, start with the following basic guidelines.

- The deity probably doesn't have any other "mainstream" champions, such as paladins or members of a notable prestige class. A religion that already has paladins is less likely to need a sanctified one. This rule doesn't always apply, but it's a good guideline.
- The sanctified one is a five-level prestige class for a reason. The deities chosen are usually patrons of other classes, and obviously so. A patron deity of druids wants its followers to be druids. Allowing them to deviate for five levels and gain some appropriate abilities is fine, but any greater investment in another class actually steers the sanctified one away from the deity's patronage.
- The sanctified one's abilities should involve some small amount of choice. Even though these characters are supposed to follow their religions' ideals, no one mortal could possibly do justice to all of them. So build a short list with more choices than a character could possibly take, and see where the concept goes from there.

Sample Encounter

Sanctified ones are most often encountered on missions for their deities. Because their missions usually involve extreme danger of some kind, these NPCs can easily sweep PCs along with them, involving them in adventures.

EL 12: Tarrana, a sanctified one of Kord, has awakened the sleepy town of Woldsdown, where the PCs have been staying, at an early hour. Bellowing that evil is afoot, she rides into town on a weary horse in the predawn hours, dismounts, and takes a fresh mount from a startled local, promising him in softer tones that she will bring his prized horse back safely. Then, eyes flashing like diamonds, she asks for reinforcements. Her gaze settles on the PCs, and she asks, "Well, are you just going to sit there, or are you ready to save some lives?"

Tarrana, Sanctified One of Kord — CR 12

Female human barbarian 9/sanctified one 3
CG Medium humanoid
Init +8; **Senses** Listen +13, Spot +1
Languages Common (literate)

AC 20, touch 14, flat-footed 20; improved uncanny dodge (+4 Dex, +5 armor, +1 natural)
hp 101 (12 HD); **DR** 1/—
Fort +12, **Ref** +11, **Will** +8

Speed 40 ft. (8 squares)
Melee *+1 shocking burst greatsword* +16/+11/+6 (2d6+5 plus 1d6 electricity/17–20 plus 1d10 electricity)
Ranged handaxe +15 (1d6+3/×3)
Base Atk +11; **Grp** +14
Atk Options Cleave, Power Attack; rage 3/day, sanctified strength 1/day
Combat Gear 3 *potions of cure moderate wounds*

Abilities Str 17, Dex 18, Con 15, Int 10, Wis 12, Cha 10
SQ chaos warp, trap sense +3
Feats Chaos Devotion*, Cleave, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword)
Skills Climb +15, Jump +15, Knowledge (dungeoneering) +7, Knowledge (religion) +6, Listen +13, Spot +1, Survival +13 (+15 underground)
Possessions combat gear plus *+1 mithral chain shirt, +1 shocking burst greatsword,* 2 handaxes, *cloak of resistance +1, amulet of natural armor +1,* holy symbol of Kord, backpack

Chaos Warp (Su) Once per day, when Tarrana is struck by a critical hit, she can ignore all damage from the hit and any related effects.
Sanctified Strength (Su) Once per day, Tarrana can gain a +6 sacred bonus to Strength for 1 round.

SHADOWSPY

"Perhaps you see it as a curse that I must deny myself the light of the Shining One so that his enemies might be exposed and destroyed. But it is my honor and duty to make such a sacrifice, and in truth, I see the gifts of the Shining One as proof that I am still within his sight, despite the shadows that cling to me."

—Saera, Shadow Knight of Pelor

Shadowspies are the covert arm of Pelor's Shadow Guard (see page 75). Members of this subsect work individually or in small groups to locate hidden sources of evil. Although they often lead double lives, masquerading as normal folk who are simply trying to get by, shadowspies never forget their duty to their deity, to their church, and to the multitude of innocents who unknowingly depend on them.

Becoming a Shadowspy

Only priests and paladins of Pelor with the proper skills and demeanor are permitted to join the shadowspies. The vast majority of shadowspies are drawn from the shadowstrikers (page 108), though it is not unheard of for ordinary priests of Pelor to be inducted as shadowspies. Clerics or paladins with levels in bard, monk, ranger, or rogue are ideal candidates because they have the stealthy skills to use the shadows as a tool against the forces of darkness.

Entry Requirements

Alignment: Any good.
Skills: Gather Information 6 ranks, Hide 6 ranks, Move Silently 6 ranks.
Feat: Good Devotion, Healing Devotion, Strength Devotion, or Sun Devotion.
Spellcasting: Able to cast 1st-level divine spells.
Special: Must be a cleric or paladin of Pelor.

CLASS FEATURES

The abilities you gain as a shadowspy of Pelor allow you to seek out sources of wickedness that are all too often hidden from view. You gain the ability to blend into the throngs around you, create shadows to mask your presence by manipulating light, make your thoughts impossible to read, and force even the most corrupt persons to speak the truth in your presence.

Spellcasting: At each even-numbered level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a shadowspy, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Aura of Anonymity (Su): You leave few impressions upon those you meet, and even fewer upon those unexceptional souls you pass in the street. When you are walking in a crowd of ten or more individuals, you gain a sacred bonus equal to your shadowspy level on Disguise and Hide checks.

Radiance of Pelor (Su): Pelor has granted you the power to enhance sources of light so that they shine as brightly as the sun. As a swift action, you can augment any or all light sources within 60 feet (including torches, lamps, lanterns, and campfires, as well as objects that are the target of a *light* spell and magic weapons that glow). The range of any light source so affected doubles, and the effect lasts a number of hours equal to your shadowspy level, or until the light source is extinguished, whichever occurs first. This ability can be used a number of times per day equal to your Wisdom modifier (minimum once).

Bonus Feat: At 2nd level and every 3rd level thereafter, you can select a bonus feat for which you meet the prerequisites from the following list: Acrobatic, Alertness, Athletic, Combat Casting, Deceitful, Extra Turning, Improved Turning, Investigator, Good Devotion (see page 58), Persuasive, Stealthy.

Immunity to Blindness (Su): Beginning at 2nd level, you cannot be blinded by magical effects, spells, or bright light. Physical barriers to sight, such as blindfolds and solid objects, still prevent you from seeing. Additionally, any wounds that cause the destruction of your eyes still blind you.

Veil of Pelor (Sp): When you attain 3rd level, your motives and morality become almost impossible to determine. As an immediate action, you can use *undetectable alignment*, as the spell (caster level equals your character level). This ability is usable at will.

Personal Eclipse (Su): Beginning at 4th level, you can manipulate the direction and intensity of light. As a swift action, you can redirect the light around your body to better conceal your presence. Doing so grants you a circumstance bonus equal to one-half your shadowspy level on Hide checks. This ability can be used at will but is effective only in areas where light is present.

Truth of the Light (Sp): When you attain 6th level, creatures in your company find it difficult to tell deliberate untruths. As a swift action, you can use *zone of truth*, as the spell (caster level equals your character level). You can use this ability a number of times per day equal to your shadowspy level.

Blinding Light (Su): At 7th level, you learn to blind nearby foes with a brief but intense flash of light. Twice per day, you can project a beam of light from your palm in a cone-shaped burst with a range of 15 feet. Any creature in the area that fails a Reflex save (DC 10 + shadowspy level + Wis modifier) is blinded for 1d6 rounds. Sightless creatures are not affected by this ability.

Sun's Revelation (Sp): At 8th level, you become adept at detecting untruths spoken in your presence. At will, you can use *discern lies* as a swift action, as the spell (caster level equals your character level).

Hide in Plain Sight (Su): Beginning at 9th level, you can use the Hide skill even while being observed, as long as you are in a sunlit location. See the ranger class feature (*PH* 48).

Vision of Pelor (Su): At 10th level, you can see through even the most potent illusions. Three times per day, you can use *true seeing*, as the spell (caster level equals your character level).

PLAYING A SHADOWSPY

Unlike shadowstrikers, you are understated and subdued, and you often work alone. Though you felt a bit lonely on your missions at first, you came to realize that Pelor watches

TABLE 2–10: THE SHADOWSPY **HIT DIE: D6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Aura of anonymity, radiance of Pelor	—
2nd	+1	+0	+3	+3	Bonus feat, immunity to blindness	+1 level of existing spellcasting class
3rd	+2	+1	+3	+3	*Veil of Pelor*	—
4th	+3	+1	+4	+4	Personal eclipse	+1 level of existing spellcasting class
5th	+3	+1	+4	+4	Bonus feat	—
6th	+4	+2	+5	+5	*Truth of the light*	+1 level of existing spellcasting class
7th	+5	+2	+5	+5	Blinding light	—
8th	+6	+2	+6	+6	Bonus feat, sun's revelation	+1 level of existing spellcasting class
9th	+6	+3	+6	+6	Hide in plain sight	—
10th	+7	+3	+7	+7	Vision of Pelor	+1 level of existing spellcasting class

Class Skills (6 + Int modifier per level): Balance, Bluff, Climb, Concentration, Decipher Script, Disguise, Escape Artist, Forgery, Gather Information, Hide, Jump, Knowledge (local), Knowledge (religion), Listen, Move Silently, Open Lock, Search, Sense Motive, Speak Language, Spot, Tumble.

over you constantly, whether or not the shadows mask you from mortal sight.

To succeed as a shadowspy, you must be entirely self-reliant. Unlike the shadowstrikers, you have no cell to fall back on for support, and you can't call upon the church for aid unless the circumstances are particularly dire. The self-reliance you have gained out of necessity might make you seem smug to others, but you prefer quiet confidence to vociferous bombast.

Combat

Fighting toe-to-toe is for shadowstrikers. You rarely enter combat unless it is on your own terms. Like so many of your enemies, you depend on the shadows to hide your movements and provide you with ample opportunities for ambush and evasion. Your assigned tasks rarely involve direct confrontation, though you are more than capable of defending yourself as long as the conflict is not protracted. You prefer, however, to strike quickly and from hiding, then slip away before your enemies can retaliate. Given the opportunity, you like to prepare an exit corridor by seeding it with snares, traps, and bolt holes from which you can launch ambushes. Doing so allows you to send groups of enemies scrambling in the wrong direction while you double back to make your escape.

Sample Encounter

Shadowspies are seldom seen unless they wish to be. Typically, they work alone or in pairs to investigate reports of evil acts in the cities and towns where temples of Pelor and Heironeous are located. Accomplished shadowspies travel far and wide in the name of Pelor, often infiltrating enemy nations for the purpose of divining the intentions of their leaders.

EL 14: Saera is a young half-elf who began her life as a petty thief and con artist. Some years later, a wandering cleric of Pelor showed her the error of her ways, and she joined the priesthood. Her roguish skills were not lost on the church elders, and she was eventually inducted into a shadowstriker cell. But although she found that work fulfilling, Saera was a perpetual loner, and she yearned to work on her own terms. Noting her skill and determination, her superiors soon recruited her as a shadowspy.

Saera, Shadow Knight — CR 14

Female half-elf rogue 3/cleric 3/shadowstriker 2/shadowspy 6
NG Medium humanoid (elf)
Init +3; **Senses** low light vision; Listen +15, Spot +7
Aura anonymity, good
Languages Common, Elven

AC 21, touch 15, flat-footed 18; Dodge, Mobility (+3 Dex, +4 armor, +2 shield, +2 deflection)
hp 43 (14 HD)
Immune blindness, magic *sleep* effects
Resist evasion
Fort +8, **Ref** +12, **Will** +14 (+16 against enchantments)

Speed 30 ft. (6 squares); Spring Attack
Melee *+3 short sword* +16/+11 (1d6+4/19–20)
Ranged *+2 light crossbow* +15 (1d8+2/19–20)
Base Atk +10; **Grp** +11
Atk Options luminous weapon, smite evil 1/day, sneak attack +2d6, sun's blessing
Special Actions feat of strength 1/day, greater turning 1/day, turn undead 5/day (+4, 2d6+5, 3rd)

Saera, a shadowspy

Combat Gear *potion of cure serious wounds, potion of owl's wisdom, potion of spider climb, potion of tongues, ring of invisibility*
Cleric Spells Prepared (CL 6th):
3rd—*daylight*, *deeper darkness*, *searing light*[D] (+13 ranged touch, CL 7th)
2nd—*align weapon*, *consecrate*, *darkness*, *heat metal*[D] (DC 14, CL 7th), *silence* (DC 14)
1st—*bless*, *divine favor*, *enlarge person*[D] (DC 13, CL 7th), *protection from evil*, *sanctuary* (DC 13)
0—*detect magic*, *guidance* (2), *light*, *resistance*
D: Domain spell. Deity: Pelor. *Domains:* Sun, Strength.
Spell-Like Abilities (CL 14th):
At will—*undetectable alignment*
6/day—*zone of truth*

Abilities Str 12, Dex 16, Con 8, Int 10, Wis 14, Cha 14
Feats Alertness[B], Dodge, Investigator[B], Healing Devotion*, Mobility, Spring Attack, Weapon Finesse
Skills Bluff +12*, Decipher Script +10, Diplomacy +8*, Disguise +12, Gather Information +23, Hide +18, Intimidate +2*, Knowledge (religion) +10, Listen +15, Move Silently +13, Search +8, Spot +7
Possessions combat gear plus *+2 leather armor, +1 buckler of blinding, +3 short sword, +2 light crossbow* with 10 bolts, *ring of protection +2, cloak of elvenkind*, silk rope, grappling hook, backpack, caltrops, holy symbol, 120 gp

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Skills As a shadow knight, Saera gains a +2 bonus on Intimidate checks against evil foes and a +2 circumstance bonus on Bluff and Diplomacy checks when interacting with clerics and paladins of Heironeous and Pelor.

Illus. by T. Denmark

SHADOWSTRIKER

"Horrible cults, terrible demons, and the shambling remains of creatures long dead—I have seen them all, and my bright blade has given me the strength to do what is right. Though the shadows may blind you, they can also open your eyes to the realization that our plight is dire—more so than we might at first admit."

—Peadrin, shadowstriker of Pelor

The elite group known as the shadowstrikers is the military arm of Pelor's Shadow Guard. Its members make little attempt to hide their presence because they prefer to stand as constant reminders to the minions of evil and decay that divine consequences await their vile actions.

BECOMING A SHADOWSTRIKER

Shadowstrikers come from all walks of life. Most are drawn from the clerics and paladins who serve in the ranks of either Heironeous or Pelor, though any member of either church with strong faith and a needed skill—regardless of vocation—is welcome to apply.

Entry Requirements

Alignment: Any good.
Base Attack Bonus: +5.
Skill: Knowledge (religion) 2 ranks.
Feat: Good Devotion, Healing Devotion, Law Devotion, Strength Devotion, Sun Devotion, or War Devotion.
Special: Must worship Pelor or Heironeous

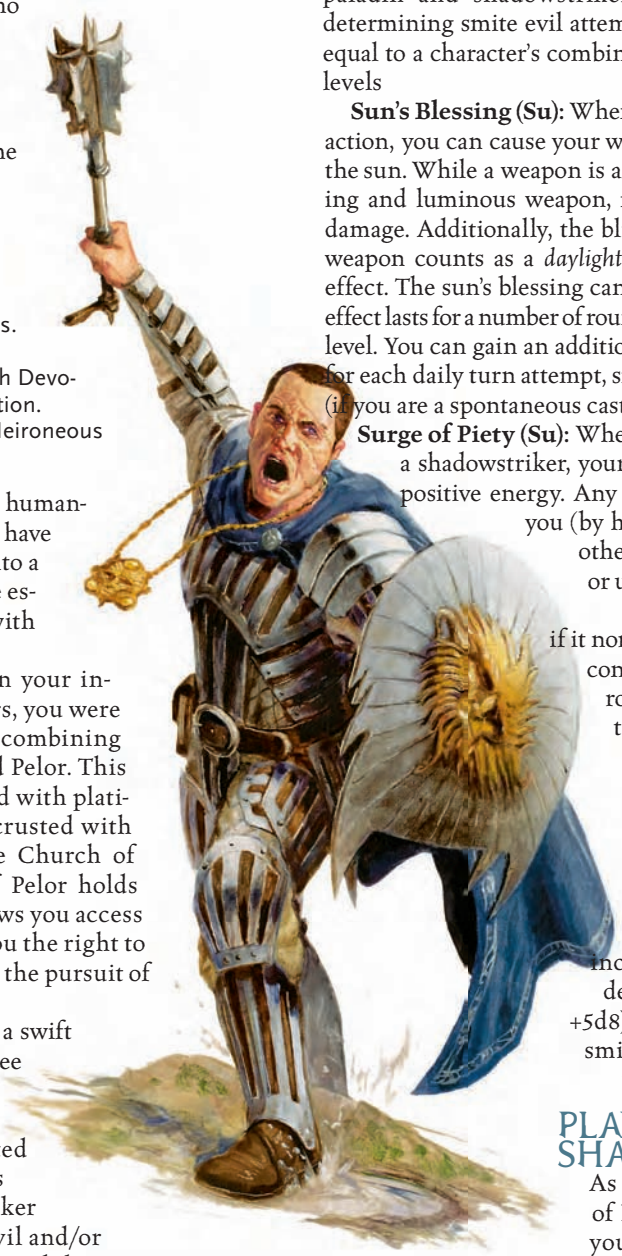
CLASS FEATURES

You are a weapon of Pelor given humanoid form. As a shadowstriker, you have learned to channel your faith into a well-honed weapon and become especially proficient at dealing with undead creatures.

Badge of Office (Ex): Upon your induction into the shadowstrikers, you were given a special holy symbol combining the symbols of Heironeous and Pelor. This item is crafted from gold, inlaid with platinum lightning motifs, and encrusted with sunstones. In areas where the Church of Heironeous or the Church of Pelor holds political power, this badge allows you access to prohibited areas and gives you the right to detain and question suspects in the pursuit of your deity's will.

Luminous Weapon (Su): As a swift action, you can imbue your melee weapon with the power of the Shining One. When you do so, your weapon glows as if affected by a *light* spell and gains a bonus equal to twice your shadowstriker level on damage rolls against evil and/or undead creatures. You can use this ability a number of times per day equal to your Wisdom modifier (minimum once), and the effect lasts for 10 rounds.

Illus. by S. Belledin



Peadrin, a shadowstriker

Table 2–11: The Shadowstriker Hit Die: d10

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Badge of office, luminous weapon
2nd	+2	+3	+0	+3	Smite evil 1/day, sun's blessing
3rd	+3	+3	+1	+3	Surge of piety

Class Skills (2 + Int modifier per level): Climb, Diplomacy, Handle Animal, Heal, Intimidate, Jump, Knowledge (religion), Ride, Search, Sense Motive, Spot.

Smite Evil (Su): Beginning at 2nd level, you can smite evil once per day (see the paladin class feature, *PH* 44). Levels in paladin and shadowstriker stack for the purpose of determining smite evil attempts/day. Smite evil damage is equal to a character's combined paladin and shadowstriker levels

Sun's Blessing (Su): When you reach 2nd level, as a swift action, you can cause your weapon to flare with the fires of the sun. While a weapon is affected by both thesun's blessing and luminous weapon, it deals an extra 1d6 points of damage. Additionally, the blinding light spilling from the weapon counts as a *daylight* spell for the duration of the effect. The sun's blessing can be used once per day, and the effect lasts for a number of rounds equal to your shadowstriker level. You can gain an additional use per day of this ability for each daily turn attempt, smite evil attempt, or spell slot (if you are a spontaneous caster) that you sacrifice.

Surge of Piety (Su): When you attain 3rd level as a shadowstriker, your touch becomes infused with positive energy. Any undead creature that touches you (by hitting you in melee or for any other reason) is shaken for 1 round or until it is no longer in physical contact with you —even if it normally can't be affected by this condition. Once per day as a full-round action, you can channel this energy into a single burst of positive energy, which manifests as a flash of bright, warm sunlight. This wave of energy deals 1d8 points of positive energy damage to every undead creature within 30 feet (no save). You can increase the damage this effect deals by 1d8 points (maximum +5d8) for each daily turn attempt, smite evil attempt, or spell slot (if you are a spontaneous caster) that you expend.

PLAYING A SHADOWSTRIKER

As a shadowstriker, you are one of Pelor's elite soldiers. You and your fellows enjoy an *esprit de corps* that other religious orders

rarely exhibit, due in part to the fact that shadowstriker cells are composed primarily of laypersons brought together by their common faith in your two patron deities. The forces of evil cannot long stand before such a zealous and devoted group—indeed, When you are with the other members of your cell, you are unstoppable and capable of accomplishing any goal. Even when you are alone, you are a force to be reckoned with, and you don't mind letting others know it.

Combat

When engaging enemies in combat, your best option is your luminous weapon ability, which increases the damage you deal. At 2nd level, you can pair this ability with sun's blessing, which adds a significant amount of fire damage to your attacks. If you use these two abilities in conjunction with smite evil, you can easily lay fiendish foes low with a few well-placed blows. Since your damage-enhancing abilities are usable only in hand-to-hand combat, however, you must be prepared to close for melee with your enemies.

Sample Encounter

A shadowstriker makes an excellent ally for good-aligned player characters, as well as a tenacious enemy for evil ones. His loyalty is first to the churches of Pelor and Heironeous, and second to the members of his shadowstriker cell, but he is happy to lend aid to anyone in need.

EL 12: Peadrin is a tall, handsome human male in his late twenties. Orphaned at an early age, he grew up in a church-sponsored orphanage and has been a devoted servant of Pelor ever since. Peadrin's outstanding performance as a paladin in the martial order of Pelor soon earned him an invitation to join the shadowstrikers, and he has served there with distinction ever since. Presently, he leads a small cell of shadowstrikers (consisting of a fighter 4/shadowstriker 2, a rogue 6/shadowstriker 1, and a sorcerer 8/shadowstriker 1) in raids against evil strongholds.

Peadrin — CR 8

Male human paladin 5/shadowstriker 3
LG Medium humanoid
Init +0; **Senses** Listen +2, Spot +2
Aura courage, good
Languages Common; empathic link

AC 19, touch 10, flat-footed 19
(+7 armor, +2 shield)
hp 56 (8 HD)
Immune fear, disease
Fort +11, **Ref** +5, **Will** +9

Speed 20 ft. (4 squares) in splint mail, base speed 30 ft.
Melee *+2 heavy mace* +12/+7 (1d8+3)
Base Atk +8; **Grp** +9
Atk Options Cleave, Power Attack; luminous weapon 2/day, smite evil 3/day (+2 attack, +8 damage), sun's blessing 1/day
Special Actions turn undead 5/day (+4, 2d6+4, 2nd), surge of piety 1/day
Combat Gear 2 *potions of cure serious wounds*
Paladin Spell Prepared (CL 2nd):
1st—*bless weapon*
Spell-Like Abilities (CL 5th):
At will—*detect evil*
1/week—*remove disease*

Abilities Str 13, Dex 10, Con 12, Int 10, Wis 14, Cha 15
SQ badge of office, lay on hands 10 points/day, share spells with mount, *special mount* 1/day 10 hours (heavy warhorse)
Feats Cleave, Good Devotion, Power Attack, Weapon Focus (heavy mace)
Skills Concentration +2, Diplomacy +7, Handle Animal +7, Heal +4, Intimidate +4, Knowledge (religion) +8, Ride +7, Search +2, Sense Motive +7
Possessions combat gear plus *+1 splint mail,* masterwork heavy wooden shield, *+2 heavy mace, cloak of resistance +1,* holy symbol, 65 gp

Badge of Office (Ex) Peadrin carries a special holy symbol combining the symbols of Heironeous and Pelor. In areas where the either the Church of Heironeous or the Church of Pelor holds political power, this badge allows him access to prohibited areas and gives him the right to detain and question suspects in the pursuit of his deity's will.
Luminous Weapon (Su) Twice per day, Peadrin can cause his heavy mace to glow as if affected by a light spell and grant it a +6 bonus on damage rolls against evil and/or undead creatures. These effects last for 10 rounds.
Sun's Blessing (Su) Once per day, Peadrin can give his luminous weapon the ability to deal an extra 1d6 points of fire damage for 3 rounds. Additionally, the blinding light spilling from the weapon counts as a *daylight* spell for the duration of the effect. He can gain an additional use per day of this ability for each daily turn attempt or smite evil attempt that he expends.
Surge of Piety (Su) Any undead creature that touches Peadrin is shaken for 1 round or until it is no longer in physical contact with him—even if it normally can't be affected by this condition. Once per day as a full-round action, he can channel this energy into a single burst of positive energy that deals 1d8 points of positive energy damage to all undead creatures within 30 feet (no save). He can increase the damage this effect deals by 1d8 points (maximum +5d8) for each daily turn attempt or smite evil attempt that he expends.

Heavy Warhorse Mount — CR 2

N Large animal
Init +1; **Senses** low-light vision, scent; Listen +5, Spot +4
Languages empathic link

AC 23, touch 10, flat-footed 22
(–1 size, +1 Dex, +5 armor, +8 natural)
hp 36 (6 HD)
Fort +11, **Ref** +5, **Will** +9
Resist improved evasion

Speed 35 ft. (7 squares) in chain barding, base speed 50 ft.; Run
Melee 2 hooves +6 each (1d6+4) and bite +1 (1d4+2)
Base Atk +3; **Grp** +11

Abilities Str 19, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Feats Endurance, Run
Skills Jump +12, Listen +5, Spot +4

SQUIRE OF LEGEND

"Behind every legend stand the folks who had to do the real work."

—Ezria Birrinsdottir,
squire to Mikolai Laziros

Not everyone who reveres the Six from Shadow (see page 65) desires to shape his entire life around his chosen paragon. Some wish only for a slight taste of their hero's abilities, others simply recognize that no champion can stand alone. The Six from Shadow could not have defeated Tharizdun's cult without the efforts of the thousands who fell beside them. It is this philosophy that the squire of legend embraces. Whether he seeks to stand behind heroes such as the mythic exemplars, propping them up and aiding them in their quests, or simply to honor his favored paragon without following in his footsteps, he is a hero in his own right, skilled beyond his humble title.

BECOMING A SQUIRE OF LEGEND

Like the mythic exemplar, the squire of legend devotes himself to a single path based on a chosen patron, but his abilities are much less rigidly defined by that path. Thus, a broader array of characters can benefit from this prestige class.

Entry Requirements

Skills: Knowledge (history) 3 ranks and any one of the following: Diplomacy 7 ranks, Intimidate 7 ranks, Knowledge (arcana) 7 ranks, Knowledge (religion) 7 ranks, or Move Silently 7 ranks.
Special: Must be a member of the Disciples of Legend.

CLASS FEATURES

Your class features vary according to your paragon, but are all oriented toward aiding and bolstering your allies. You know that when a hero falls, when a knight is unhorsed, or when a champion surrenders to despair, it is up to his squire to set him right. Thus, your allies know they can always count on you when the day is darkest.

Spellcasting: At 2nd and 3rd level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a squire of legend, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Paragon's Path: Upon becoming a squire of legend, you must choose one of the legendary Six from Shadow after whom to model your skills and abilities. Once made, your choice cannot be changed.

Save Bonus (Ex): At 1st level, you gain a +1 bonus on a saving throw determined by your paragon, as given on the following table. This bonus increases to +2 when you attain 3rd level.

Patron	Saving Throw
Dardallion	Reflex
Imdastri	Will
Ktolemagne	Will
Orsos	Fortitude
Reikhardt	Will
Sunyartra	Fortitude

Squire's Burden, Least (Su): You gain the first of several supernatural abilities that let you use the skills of your chosen paragon to aid others. Unless otherwise noted, each paragon's gift (least, lesser, and greater) requires a swift action to invoke, lasts for a number of rounds equal to twice your squire of legend level, and is usable once per day. When the description of a squire's burden ability specifies an ally, it means only an ally; you cannot use the effect on yourself unless so stated.

Dardallion: You can grant yourself and one ally flanking bonuses against a foe that both of you threaten, even if you are not properly positioned to flank. The bonus persists as long as you both threaten that enemy.

Imdastri: You can use *sanctuary*, as the spell.

Ktolemagne: You can use *comprehend languages*, as the spell.

Orsos: You can use *speak with animals*, as the spell.

Reikhardt: You can grant one ally within 30 feet the ability to take an immediate action of a specified type out of turn. If you invoke this ability as a swift action, the ally can take a 5-foot step. If you invoke it as a move action, he can take a move action. If you invoke it as a standard action, he can take a standard action.

Sunyartra: As an immediate action, you can negate a single critical hit against one ally within 30 feet. The ally still takes normal damage from the hit.

Squire's Burden, Lesser (Su): At 2nd level, you gain a new supernatural ability that you can use once per day. This ability follows all the guidelines for least squire's burden (above), unless otherwise noted. If you choose, you can forgo your daily use of this ability for an extra use of your least squire's burden.

Dardallion: As an immediate action, you can grant one ally within 30 feet the opportunity to reroll a saving throw, skill check, or ability check.

Imdastri: You can use *shield other*, as the spell. The effect lasts for a number of rounds equal to three times your squire of legend level.

Ktolemagne: You can use *see invisibility*, as the spell. The effect lasts for a number of rounds equal to three times your squire of legend level.

Orsos: You can use *lesser restoration*, as the spell.

Reikhardt: You can grant an ally within 30 feet a second use of an extraordinary or supernatural ability normally usable only once per day. If you gain a second daily use of this ability, you cannot use it twice in one day on the same ally.

Sunyartra: You can use *true strike*, as the spell, but only on a single ally within 30 feet.

Faithful Companion (Ex): At 3rd level, you learn to place yourself between an ally and harm. If you and an ally within 5 feet are both subject to an area spell or effect that allows a Reflex save for partial damage, you can grant your ally a

bonus on his saving throw by taking a penalty of equivalent magnitude on your own. The value of the bonus and penalty can be any amount up to the value of your base Reflex saving throw. You must decide to invoke this ability before either you or your ally has attempted the saving throw.

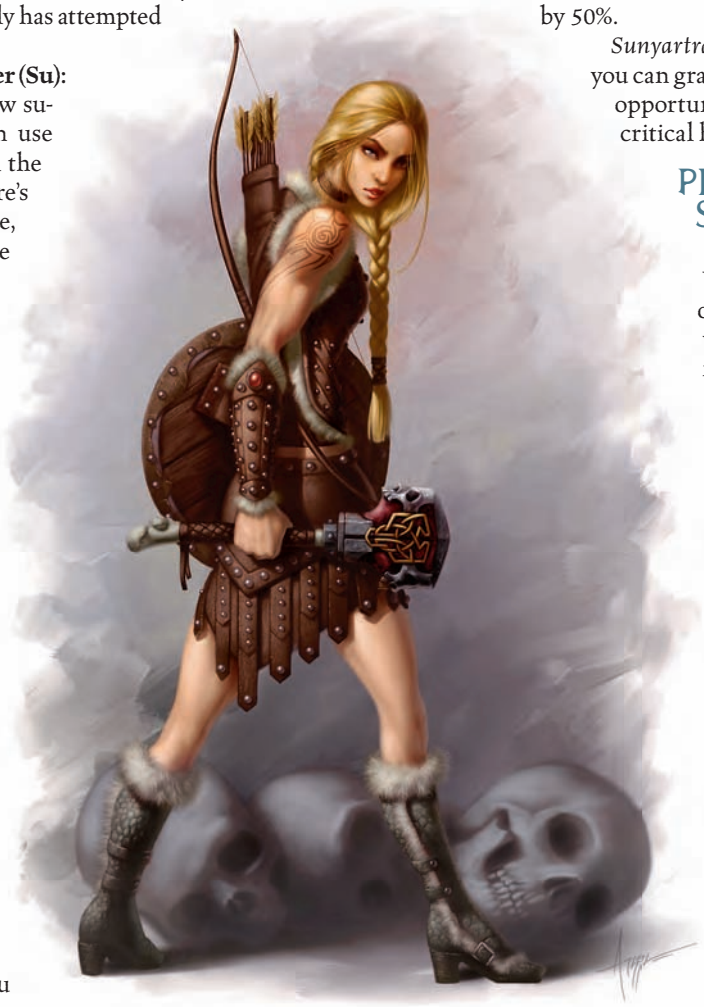
Squire's Burden, Greater (Su): At 3rd level, you gain a new supernatural ability you can use once per day. It follows all the guidelines for least squire's burden, above. If you choose, you can forgo your daily use of this ability for an extra use of the least or lesser squire's burden.

Dardallion: You can grant one ally within 30 feet the ability to move through threatened areas without provoking attacks of opportunity for 2 rounds. Other actions, such as casting in a threatened area, still provoke attacks of opportunity as normal.

Imdastri: You can grant one ally within 30 feet immunity to one of the following effects for a number of rounds equal to three times your squire of legend level: disease, exhaustion/fatigue, mind-affecting spells and abilities, negative levels, or poison. You choose the effect when you activate this ability.

Ktolemagne: You can take over concentrating to maintain an ally's spell or spell-like ability, allowing her to take other actions. Once you have assumed control of an effect, you cannot give it back.

Orsos: You can grant one ally within 30 feet energy resistance 10 to an energy type of your choice for a number of rounds equal to three times your squire of legend level.



Ezria Birrinsdottir, a squire of legend

Reikhardt: When an ally within 30 feet of you uses an extraordinary, spell-like, or supernatural ability that affects all allies within a given number of feet, you can use an immediate action to extend its range and duration by 50%.

Sunyartra: As an immediate action, you can grant one ally within 30 feet the opportunity to reroll an attack roll or critical hit confirmation roll.

PLAYING A SQUIRE OF LEGEND

You follow in the footsteps of a legend, but you embrace your legendary hero's influence to a lesser degree than some others do. You don't honor your hero any less than your comrades do—you simply choose not to devote your entire life to following that person's example. You are more firmly devoted to the notion that a true hero aids her comrades rather than seeking glory for herself. Whether you accompany a Disciple of Legend or simply team up with an ally for adventuring, your primary concern is to ensure that your heroic comrade survives to complete the task at hand. You are content with a smaller share of fame and glory; it is enough to know that your comrade could not have succeeded without you.

The Disciples of Legend accord you respect, but not to the same degree as they do the mythic exemplars. They honor the assistance you provide and your commitment to the precepts of the Six from Shadow, but even they—like so many others—tend to give more credit to the flashier heroes and underestimate the contributions of those who stand behind. So far this attitude has not disturbed

Table 2–12: The Squire of Legend **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+0	Least squire's burden, paragon's path, save bonus +1	—
2nd	+1	+0	+0	+0	Lesser squire's burden	+1 level of existing spellcasting class
3rd	+2	+1	+1	+1	Faithful companion, greater squire's burden, save bonus +2	+1 level of existing spellcasting class

Class Skills (6 + Int modifier per level): Appraise, Bluff, Climb, Concentration, Craft, Diplomacy, Escape Artist, Gather Information, Handle Animal, Heal, Jump, Knowledge (arcana), Knowledge (nobility and royalty), Knowledge (religion), Listen, Perform, Ride, Search, Sense Motive, Spot, Swim.

you unduly, since you have been content with your own contributions, but someday you might become one of those few squires who have quit the organization in disgust.

Combat

Becoming a squire of legend does not fundamentally change what you are. The benefits you can gain from this prestige class are somewhat limited because of its short progression, so your combat tactics depend largely on your levels in other classes. Thus, if you're a heavy fighter, you should still stand in the front line, and if you're a wizard, you should still cast from the rear.

Even so, however, you realize perhaps better than most that adventuring and combat are group activities. Your class abilities are designed to aid your comrades, bolstering them in battle, granting them new or improved tactical options, or simply helping them survive. Thus, you must stay close to your allies so that your gifts are available on a moment's notice.

Advancement

You are slightly less fanatical about the Six from Shadow than those who strive to become mythic exemplars. You respect them well enough, but you prefer to follow their example in a general sense, rather than specifically. You have also come to realize that while those worthies are the best known of all the brave souls who fought the Mad God's cult, their victory would have been impossible without the assistance of the hundreds of unnamed and unremembered heroes who died beside them.

Though you are still a member of the Disciples of Legend, you sometimes choose to go off on your own and offer your assistance to other allies. You do not chase glory; rather, you seek out situations in which your talents can do the most good. The Disciples of Legend offer you additional training and access to written records of the Six from Shadow, but given your limited advancement possibilities within the organization, these benefits might not be enough to entice you to stay for the rest of your career.

Resources

The Disciples of Legend have few resources to offer beyond a research library and moral support. When it comes to monetary or magical acquisitions, you're on your own.

Sample Encounter

Mikolai Laziros (see page 89) and his squire, Ezria Birrinsdottir, are encountered together, as noted in the Disciples of Legend section on page 64.

Ezria Birrinsdottir — CR 9

Female halfling ranger 6/squire of legend 3
CG Small humanoid
Init +5; **Senses** Listen +6, Spot +11
Languages Common, Halfling

AC 19, touch 12, flat-footed 18
(+1 size, +1 Dex, +5 armor, +2 shield)
hp 62 (9 HD); Diehard
Fort +11; **Ref** +8, **Will** +6; +2 against fear

Speed 20 ft. (4 squares)
Melee *+1 warhammer* +14/+9 (1d6+4/×3)
Ranged mwk composite longbow +11/+6 (1d6+3/×3) or
Ranged mwk composite longbow +7 (2d6+6/×3) with Manyshot or
Ranged mwk composite longbow +9/+9/+4 (1d6+3/×3) with Rapid Shot
Base Atk +8; **Grp** +7
Atk Options Point Blank Shot; favored enemy evil outsiders +4, favored enemy aberrations +2
Special Actions faithful companion, grant ally energy resistance 10
Combat Gear 2 *potions of cure moderate wounds*
Ranger Spells Prepared (CL 3rd):
2nd—*hold animal* (DC 13)
1st—*longstrider, resist energy*
Spell-Like Abilities (CL 9th):
1/day—*lesser restoration, speak with animals*

Abilities Str 16, Dex 12, Con 14, Int 10, Wis 14, Cha 10
SQ animal companion (none at present), paragon's path (Orsos), wild empathy +6 (+2 magical beasts)
Feats Diehard, Endurance[B], Improved Initiative, Manyshot[B], Point Blank Shot, Rapid Shot[B], Track[B], Weapon Focus (warhammer)
Skills Climb +4, Diplomacy +2, Handle Animal +6, Heal +4, Hide +11, Jump +4, Knowledge (arcana) +2, Knowledge (geography) +4, Knowledge (history) +4, Knowledge (nature) +6, Knowledge (nobility and royalty) +2, Listen +6, Move Silently +9, Ride +7, Sense Motive +6, Spot +11, Survival +11
Possessions combat gear plus *+2 studded leather,* masterwork heavy wooden shield, *+1 warhammer,* masterwork composite longbow (+3 Str bonus) with 20 arrows, *gauntlets of ogre power,* 56 gp

Faithful Companion (Ex) If Birrinsdottir and an ally within 5 feet are both subject to an area effect that allows a Reflex save for half or partial damage, she can grant her ally up to a +7 bonus on his saving throw in exchange for taking an equivalent penalty on her own. She must decide to invoke this ability before either has rolled the save.
Grant Ally Energy Resistance (Su) Once per day, as a swift action, Birrinsdottir can grant one ally within 30 feet resistance 10 against a chosen energy type for 9 rounds.

NPC Squires of Legend

NPC squires of legend probably seem like a dream come true to PCs playing under DMs who allow the Leadership feat. But be careful about allowing a mythic exemplar PC to "acquire" an NPC squire permanently. In general, the Disciples of Legend encourage squires to work with mythic exemplars, but they are more likely to assign an NPC squire on a mission-by-mission basis only. That way, the PC doesn't get a squire of legend permanently for the cost of one feat.

Illus. by D. Griffith

Spells are the backbone of many religious endeavors. This chapter offers a collection of new spells, almost all of them designed for divine spellcasting classes.

SPELL LISTS

Clerics and paladins benefit the most from the selection of new spells provided here.

NEW ADEPT SPELLS

2nd Level

Bewildering Substitution: Seemingly swap one ally with one enemy.
Bewildering Visions: Subject is sickened or nauseated.
Interfaith Blessing: Subjects gain combat benefits based on their individual deities.

5th Level

Bewildering Mischance: Target must take the lower of two rolls for each save, attack roll, and skill check.

NEW BARD SPELLS

3rd Level

Moral Facade: Divination spells give a false alignment reading.

NEW BLACKGUARD SPELLS

2nd Level

Divine Presence: Gain a +5, +10, or +15 bonus on Intimidate checks against those who don't worship your deity.
Execration: Target takes a –2 penalty on saves and must take the lower of two rolls on one attack.
Master Cavalier: Gain a +10 bonus on Ride checks, or +20 with special mount; use with other spells grants mount fly speed.
Turn Anathema: Use your turn/rebuke ability to turn creatures with the opposing alignment subtype.

3rd Level

Deific Bastion: Your shield or armor gains a +1 enhancement bonus plus a special ability that varies by deity.
War-Mount: Your mount gains a +2 enhancement bonus on attack rolls and damage rolls with its natural weapons; use with other spells grants mount fly speed.

4th Level

Aligned Aura: Grant combat bonuses to like-aligned allies and impose penalties on creatures of opposing alignment.

Bleed: Touched creature takes Con damage from piercing or slashing weapons; repeated use imposes a –4 penalty on certain Fort saves.

Phantom Charge: Mount teleports forward 5ft/two caster levels; use with other spells grants mount fly speed.

Profane Item: Target object deals 1d4/caster level (max. 10d4) points of negative energy damage to the next animal, plant, good outsider, or good shapechanger that touches it; animal or plant must also save or flee for 1d4 minutes.

NEW CLERIC SPELLS

0 Level

Summon Holy Symbol: Wooden holy symbol appears in your hand.

1st Level

Impede: Subject is locked in place and takes a –1 penalty on melee attack rolls and a –2 penalty on Reflex saves.

2nd Level

Benediction: Subject gains a +2 luck bonus on saves, can reroll one attack roll, save, skill check, or ability check.

Bewildering Substitution: Seemingly swap one ally with one enemy.

Bewildering Visions: Subject is sickened or nauseated.

Body Ward: Subject is protected against 5 points of ability damage to Strength, Dexterity, or Constitution; repeated use for different scores also increases damage absorbed.

Conduit of Life: Heal 2d10+1/caster level (max. 10) points of damage to yourself while channeling positive energy.

Divine Presence: Gain a +5, +10, or +15 bonus on Intimidate checks against those who don't worship your deity.

Execration: Target takes a –2 penalty on saves and must take the lower of two rolls on one attack.

Interfaith Blessing: Subjects gain combat benefits based on their individual deities.

Light of Faith: Gain a bonus equal to one-half your divine caster level (max. +5) on your next turning check.

Lore of the Gods: Gain a +5 insight bonus on Knowledge checks; make one check with an untrained Knowledge skill or retry a failed Knowledge check.

Master Cavalier: Gain a +10 bonus on Ride checks, or +20 with special mount; use with other spells grants mount fly speed.

Soul Ward: Subject is protected against 5 points of ability damage to Intelligence, Wisdom, or Charisma; repeated use for different scores also increases damage absorbed.

Substitute Domain: Temporarily swap one domain for another your deity offers.

Turn Anathema: Use your turn/rebuke ability to turn creatures with the opposing alignment subtype.

3rd Level

Bolster Aura: Subject's aura strengthens as if it had 1 HD/ two caster levels more than it actually does.

Deific Bastion: Your shield or armor gains a +1 enhancement bonus plus a special ability that varies by deity.

Footsteps of the Divine: Gain a new movement type and speed based on the deity chosen.

Light of Wisdom: Your effective turning level increases by 1/three caster levels for the purpose of determining affected undead and destruction potential.

Subdue Aura: Subject's aura weakens as if it had 1 HD/ two caster levels fewer than it actually does.

4th Level

Aligned Aura: Grant combat bonuses to like-aligned allies and impose penalties on creatures of opposing alignment.

Confound: Gain a +2 circumstance bonus on attack rolls against subject and impose a –2 penalty on its attack rolls against you; subject cannot make attacks of opportunity against you; repeated use extends benefits to allies.

Dampen Magic: Decrease enhancement bonus of magic weapons as well as save DC and caster level of magical effects used against subject by 1 or more points; subject can invoke a 5ft radius *antimagic field*.

Light of Purity: Your turning damage increases by 1d6/ four divine caster levels (maximum +5d6) on your next successful turning check.

Moral Facade: Divination spells give a false alignment reading.

Profane Item: Target object deals 1d4/caster level (max. 10d4) points of negative energy damage to the next animal, plant, good outsider, or good shapechanger that touches it; animal or plant must also save or flee for 1d4 minutes.

Sacred Item: Target object deals 1d4/caster level (max. 10d4) points of positive energy damage to the next undead, evil outsider, or evil shapechanger that touches it; undead must also save or flee for 1d4 minutes.

Seed of Life: Subject gains fast healing 2 and can invoke a burst of healing.

Spiritual Advisor: Gain a +4 divine bonus on Knowledge checks; make checks with an untrained Knowledge skill or retry a failed Knowledge check.

5th Level

Bewildering Mischance: Target must take the lower of two rolls for each save, attack roll, and skill check.

Bleed: Touched creature takes Con damage from piercing or slashing weapons; repeated use imposes a –4 penalty on certain Fort saves.

Darts of Life: Create ten projectiles that you can launch at allies to cure 1d8 points of damage each.

Divine Retribution: Any creature that harms you takes 1d6/caster level (max. 15d6) points of damage (half energy and half divine) and 1d4 points of ability damage based on the deity selected.

Door of Decay: Move instantly from one willing or controlled undead to another.

Healing Circle: Allies can tap healing energy pool for *cure* spells.

Mark of Sin: Subject takes a –10 circumstance penalty on Diplomacy checks to change others' attitudes and a –4 penalty to one ability score based on your deity; all creatures begin interactions with subject one step close to hostile.

Surge of Fortune: Gain a +2 luck bonus on attack rolls and damage rolls, saving throws, skill checks, ability checks, AC, and spell penetration checks; take an automatic natural 20 on one of these rolls.

6th Level

Light of Courage: Each undead creature targeted by your turning check takes 1d8/two caster levels (max. 10d8) points of damage, whether the check succeeds or not.

Spiritual Guardian: Translucent knight grants you a +6 deflection bonus to Armor Class and attacks at your command.

Weight of Sin: Subject takes damage according to its degree of alignment difference from your own and suffers a secondary spell effect if its alignment opposes yours; repeated use increases severity of secondary effects.

7th Level

Ravenous Darkness: Touched object sheds darkness; living creatures nearby take 1d6/round negative energy damage while undead gain fast healing 1.

Rejuvenating Light: Touched object sheds light; undead nearby take 1d6/round positive energy damage while living creatures gain fast healing 1.

NEW DRUID SPELLS

2nd Level

Body Ward: Subject is protected against 5 points of ability damage to Strength, Dexterity, or Constitution; repeated use for different scores also increases damage absorbed.

Divine Presence: Gain a +5, +10, or +15 bonus on Intimidate checks against those who don't worship your deity.

Interfaith Blessing: Subjects gain combat benefits based on their individual deities.

Metal Fang: One of subject's natural weapons becomes cold iron or silvered and counts as magical for overcoming DR.

Soul Ward: Subject is protected against 5 points of ability damage to Intelligence, Wisdom, or Charisma; repeated use for different scores also increases damage absorbed.

3rd Level

Forest Eyes: See through a distant plant.

Forest Voice: Converse with a creature through a distant plant.

4th Level

Iconic Manifestation: Trade one daily use of wild shape to acquire celestial, fiendish, anarchic, or axiomatic template, according to your alignment.

5th Level

Bleed: Touched creature takes Con damage from piercing or slashing weapons; repeated use imposes a –4 penalty on certain Fort saves.

Seed of Life: Subject gains fast healing 2 and can invoke a burst of healing.

6th Level

Wooden Blight: Subject turns to wood and takes 1d4/round Dex damage, becoming a wooden statue at 0 Dex.

8th Level

Forest Child: Create a wooden duplicate of yourself.

NEW PALADIN SPELLS

1st Level

Summon Holy Symbol: Wooden holy symbol appears in your hand.

2nd Level

Benediction: Subject gains a +2 luck bonus on saves, can reroll one attack roll, save, skill check, or ability check.

Conduit of Life: Heal 2d10+1/caster level (max. 10) points of damage to yourself while channeling positive energy.

Divine Presence: Gain a +5, +10, or +15 bonus on Intimidate checks against those who don't worship your deity.

Master Cavalier: Gain a +10 bonus on Ride checks, or +20 with special mount; use with other spells grants mount fly speed.

Touch of Restoration: Use part of your lay on hands ability to cure 1 point of ability damage.

Turn Anathema: Use your turn/rebuke ability to turn creatures with the opposing alignment subtype.

3rd Level

Deific Bastion: Your shield or armor gains a +1 enhancement bonus plus a special ability that varies by deity.

War-Mount: Your mount gains a +2 enhancement bonus on attack rolls and damage rolls with its natural weapons; use with other spells grants mount fly speed.

4th Level

Aligned Aura: Grant combat bonuses to like-aligned allies and impose penalties on creatures of opposing alignment.

Bolster Aura: Subject's aura strengthens as if it had 1 HD/two caster levels more than it actually does.

Moral Facade: Divination spells give a false alignment reading.

Phantom Charge: Mount teleports forward 5ft/two caster levels; use with other spells grants mount fly speed.

Sacred Item: Target object deals 1d4/caster level (max. 10d4) points of positive energy damage to undead, evil outsider, or evil shapechanger that touches it; undead must also save or flee for 1d4 minutes.

Seed of Life: Subject gains fast healing 2 and can invoke a burst of healing.

Subdue Aura: Subject's aura weakens as if it had 1 HD/two caster levels fewer than it actually does.

NEW RANGER SPELLS

2nd Level

Metal Fang: One of subject's natural weapons becomes cold iron or silvered and counts as magical for overcoming DR.

NEW SHUGENJA SPELLS

2nd Level

Bewildering Substitution: Seemingly swap one ally with one enemy.
Bewildering Visions: Subject is sickened or nauseated.
Interfaith Blessing: Subjects gain combat benefits based on their individual deities.

5th Level

Bewildering Mischance: Target must take the lower of two rolls for each save, attack roll, and skill check.

SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

ALIGNED AURA

Abjuration
Level: Blackguard 4, cleric 4, paladin 4
Components: V, S, DF
Casting Time: 1 standard action
Range: 20 ft. or 60 ft.
Area: 20-ft.-radius emanation or 60-ft.-radius burst, centered on you
Duration: 1 round/level or until discharged
Saving Throw: See text
Spell Resistance: Yes

A rush of divine energy flows through your holy symbol, infusing your body with the essence of the divine ethos.

When you cast this spell, choose one non-neutral aspect of your own alignment—chaos, evil, good, or law. (If you are neutral, you can select whichever alignment you wish each time you cast this spell.) You are immediately surrounded in a 20-foot aura of invisible energy associated with the chosen alignment component. Anyone in that area who shares that alignment component gains a bonus, and anyone with the opposed alignment component must make a Fortitude save or take a penalty. The values of these modifiers and the features to which they apply are given on the following table. These modifiers end when the affected creature leaves the spell's area.

Alingment	Bonus	Penalty
Chaos	+1 on attack rolls	–1 on saving throws
Evil	+1 on damage rolls	–1 to Armor Class
Good	+1 on saving throws	–1 on attack rolls
Law	+1 on Armor Class	–1 on damage rolls

At any point before the duration expires, you can choose to unleash the spell's remaining power in a 60-foot burst that deals 1d4 points of damage per round of duration remaining (maximum 15d4) to each creature of the opposed alignment in the area. Each affected creature can attempt a Fortitude save for half damage. The burst also heals 1 point of damage per round of duration remaining (maximum 15 points) for each creature of the same alignment in the area. Once this option is invoked, the spell ends immediately.

BENEDICTION

Abjuration
Level: Cleric 2, paladin 2
Components: V, S, DF
Casting Time: 1 full round
Range: Touch
Target: Creature touched
Duration: 10 minutes/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You grant your comrade the luck of the gods.

With this spell, you can grant another creature a +2 luck bonus on all saving throws.

In addition, at any point before the duration expires, the subject can choose to reroll a single attack roll, saving throw, skill check, or ability check after seeing the result of the initial roll, but before finding out whether it succeeds or fails. The higher of the two rolls applies. Once this option is exercised, the spell ends immediately.

Unlike most touch spells, *benediction* cannot be used on yourself. Its effects are for the benefit of others only.

BEWILDERING MISCHANCE

Enchantment (Compulsion) [Mind-Affecting]
Level: Adept 5, cleric 5, shugenja 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Your deity's laughter rains down on your suddenly clumsy foe.

Bewildering mischance causes extreme bad luck to befall the target. For the duration of the spell, the subject must roll each saving throw, attack roll, and skill check twice, keeping the lower of the two rolls.

BEWILDERING SUBSTITUTION

Illusion (Phantasm) [Mind-Affecting]
Level: Adept 2, cleric 2, shugenja 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You channel the mockery of the trickster deities to sow dissension among your opponents.

By casting this spell, you cause the subject to believe that one ally and one enemy have traded places. The ally physically closest to the subject now seems to have the appearance, voice, clothing, and gear of its nearest enemy, and that enemy

looks and sounds exactly like the subject's nearest ally. Both the ally and the enemy must be within the spell's range, and the effect ends immediately if either moves out of its range from you. The illusion affects only the subject.

BEWILDERING VISIONS

Illusion (Phantasm) [Mind-Affecting]
Level: Adept 2, cleric 2, shugenja 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes

You channel mischievous divine energy to envelop your foe in sickened disorientation.

This spell makes the world appear to be tossing and rippling in a nauseating manner. The subject must make a Will save or be sickened for the duration of the spell. Additionally, a character that fails his Will save must make a Fortitude save each round or be nauseated.

BLEED

Necromancy
Level: Blackguard 4, cleric 5, druid 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

Your touch thins the blood of your target, causing it to spill with unnatural ease.

For the duration of the spell, the subject bleeds profusely through any open wound. Each new hit from a piercing or slashing weapon or effect that deals damage to the subject also deals 1 point of Constitution damage. This ability damage is not multiplied on a critical hit.

Because this spell thins the subject's blood, repeated uses cause additional difficulty. In addition to the extra damage, a target subjected to a second use of this spell before the first has expired also takes a –4 penalty on Fortitude saves against disease, poison, or the sickened and nauseated conditions.

Creatures with no discernible anatomy (such as plants and oozes) and those immune to critical hits (such as undead and constructs) are immune to this spell.

BODY WARD

Abjuration
Level: Cleric 2, druid 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level or until expended
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Your comrade's body grows denser and stronger beneath your touch.

You grant the subject a limited resistance to ability damage. You choose one of the three physical ability scores—Strength, Dexterity, or Constitution—when you cast the spell. *Body ward* absorbs the next 5 points of damage dealt to that ability score, regardless of its source. If, for instance, an ally you had warded against Strength damage were subsequently poisoned for 6 points of Strength damage, he would take only 1 point. The spell lasts until its duration expires, or until the 5 points of protection are used up, whichever comes first.

When cast multiple times upon the same subject, *body ward* has a synergistic effect. If you use it to affect two physical abilities simultaneously, it wards each against 8 points of damage. If you use it to affect all three physical abilities at once, it wards each against 10 points of damage.

The benefits from multiple castings of *body ward* that protect the same ability score do not stack.

BOLSTER AURA

Abjuration
Level: Cleric 3, paladin 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: 10 minutes/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

The divine aura that surrounds you begins to swell, sending off waves of faux power into the ether.

By casting *bolster aura*, you make the aura of the target creature or object stronger, possibly causing other creatures to assume that the target is more powerful than it actually is. For every two caster levels you possess, the target of a *bolster aura* spell appears to have 1 Hit Die more than it actually does. If the target has no aura, then *bolster aura* has no effect.

SPECIFIC DEITIES AND SPELLS

Many of the spells described in this chapter have varying effects based on the deity the target or caster worships. Treat these spells in a manner similar to the way you adjudicate *Player's Handbook* spells such as *spiritual weapon.* If the caster or target does not worship one of the deities noted in the spell description, choose the closest possible match to the deity's alignment as you can, allowing for customization based on the creature's alignment as well.

Whenever possible, these spell descriptions include even more deities than the *Player's Handbook* covers (including some monster deities) to assist you in such approximations.

CONDUIT OF LIFE

Conjuration (Healing)
Level: Cleric 2, paladin 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: Shield or heavy armor worn
Duration: 10 minutes/level or until discharged

A small kernel of positive energy grows within your heart, warming your whole body.

The next time you use a class feature or racial ability to channel positive energy (such as turn undead or lay on hands), you also heal a number of points of damage to yourself equal to 2d10+1/caster level (maximum 10).

If you are already subject to an ongoing healing effect (such as *vigor*[SC], or if you receive a *cure* spell while *conduit of life* is still in effect, this spell instead heals a number of points of damage equal to 3d8+1/caster level (maximum 10) and it is discharged.

CONFOUND

Enchantment (Compulsion) [Mind-Affecting]
Level: Cleric 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Short (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Your opponent's eyes try to follow your gestures while you cast, and they fail to refocus when you finish.

You render the target unable to follow your movements effectively. The subject takes a –2 penalty on attack rolls made against you, and you gain a +2 circumstance bonus on attack rolls made against it. If you worship a deity that provides access to the Trickery domain—even if you did not choose that domain—these modifiers rise to –3 and +3, respectively. Furthermore, the subject cannot make attacks of opportunity against you.

If you successfully cast this spell on the same subject in each of 2 consecutive rounds, these beneficial effects extend to your allies as well.

DAMPEN MAGIC

Abjuration
Level: Cleric 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level or until discharged (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You can sense the fibers of magic around you. Reaching out, you pull them tight about your subject, creating an invisible cocoon of mystical forces.

This spell surrounds the subject with a mystical field that dampens the effects of magic. While it is in effect, the enhancement bonus of any magic weapon used against the subject is lowered by 1. For instance, a *+4 longsword* would have only a +3 enhancement bonus on attack rolls and damage rolls when wielded against the subject. However, even if a weapon's enhancement bonus is reduced below +1, its masterwork bonus still applies. Similarly, every spell, spell-like ability, or supernatural ability that affects the subject—whether it is specifically targeted on the subject or merely includes the subject in its area—takes a –1 penalty to caster level and save DC.

The subject of the spell can choose, as a move action, to lower this field to receive the full effects of beneficial spells, but doing so might leave him vulnerable until his next turn, since raising the effect again also requires a move action. Ongoing magical effects already in place on the subject when *dampen magic* is cast (such as *bull's strength* or the enhancement bonuses of its own equipment) are unaffected, but any item the subject picks up and any spell he receives after *dampen magic* is in effect are affected as normal.

For every six caster levels above 7th that you possess, the spell reduces incoming effects by one additional point. Thus, if your caster level is 13th–18th, the reduction to the enhancement bonus of weapons and the caster levels and save DCs of spells used against the subject is 2, and if your caster level is 19th or higher, the reduction is 3.

At any time when *dampen magic* has 5 or more rounds of duration left, the subject can render itself utterly immune to most magic for a brief period. The effect produced is an *antimagic field* (PH 200), which surrounds the subject to a radius of 5 feet. Divide the remaining rounds of duration by 5 and round down; the result is the number of rounds the antimagic effect lasts. Once that time expires, the spell ends, and once the antimagic field has been invoked, the original spell effect cannot be reinstated.

DARTS OF LIFE

Conjuration (Healing)
Level: Cleric 5
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Personal
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes

Small orbs of light circle your head. With a gesture, you cause one to spin off and strike your friend, healing him of damage.

You create ten gently pulsing darts of pale blue light that orbit your head like *ioun stones*. As a free action, you can launch one dart per round at an ally you designate within range. Alternatively, as a standard action, you can launch up to three darts per round at one or more designated allies within range. As a full-round action, you can launch all remaining orbs at one or more allies within range.

Each dart heals 1d8 points of damage the target has taken, as though it were a *cure* spell. Since undead are powered by negative energy, this spell damages them instead of curing their wounds. An undead creature can apply spell resistance to this

effect, and you must make a successful ranged touch attack for each dart you attempt to launch against such a creature.

DEIFIC BASTION

Transmutation
Level: Blackguard 3, cleric 3, paladin 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Shield or heavy armor touched
Duration: 1 round/level
Saving Throw: Fortitude negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Calling upon your patron for protection, you imbue your defenses with an unnatural resilience.

You must either be holding a shield or wearing heavy armor to cast this spell. The shield or armor gains a +1 enhancement bonus plus an additional special ability that depends on your deity, as given on the table below. This enhancement bonus is defensive only; it does not cause a shield to function as a magic weapon if it is used to make a shield bash.

The enhancement bonus of the armor or shield is +2 if your caster level is 9th–11th, +3 if it's 12th–14th level, +4 if it's 15th–16th, and +5 if it's 18th or higher.

Deity	Added Ability
Bahamut	Cold resistance 5
Boccob	Spell resistance 13
Corellon Larethian	Arrow deflection
Ehlonna	Cold resistance 5
Erythnul	Damage reduction 2/magic
Fharlanghn	50% fortification (half of critical hits are negated)
Garl Glittergold	Spell resistance 13
Gruumsh	Arrow deflection
Heironeous	Electricity resistance 5
Hextor	Damage reduction 2/magic
Kord	Damage reduction 2/magic
Kurtulmak	Shadow and silent moves
Lolth	50% fortification (half of critical hits are negated)
Moradin	Arrow deflection
Nerull	50% fortification (half of critical hits are negated)
Obad-Hai	Shadow and silent moves
Olidammara	Shadow and silent moves
Pelor	Fire resistance 5
St. Cuthbert	Damage reduction 2/magic
Tiamat	Fire resistance 5
Vecna	Cold resistance 5
Wee Jas	Spell resistance 13
Yondalla	Shadow and silent moves

DIVINE PRESENCE

Transmutation
Level: Blackguard 2, cleric 2, druid 2, paladin 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level (D)

Your back straightens, your eyes flash, and your aura pulses with divine might.

You channel a tiny spark of the divine, granting yourself nearly inhuman presence. You gain a +5 sacred (if your deity is good or neutral) or profane (if your deity is evil) bonus on Intimidate checks made against anyone who does not worship your deity. When making such checks against individuals who have one alignment component opposed to yours (chaos/law or good/evil), this bonus becomes +10. When making such checks against someone whose alignment is diametrically opposed to yours, the bonus becomes +15.

DIVINE RETRIBUTION

Abjuration
Level: Cleric 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level or until discharged
Saving Throw: Will partial
Spell Resistance: Yes

You feel your deity's hand hovering over you, ready to smite anyone who harms you.

For the duration of this spell, any creature that attacks you—whether with a physical attack, a spell, or by other means—is struck by a retributive effect immediately after you're affected. The retribution deals 1d6 points of damage per caster level you possess (maximum 15d6) and 1d4 points of ability damage. The precise nature of the damage and ability damage are depend upon your deity, as given in the table below, but the damage is always one-half energy and one-half divine power. A successful Will save halves the hit point damage and negates the ability damage. Once the retributive effect takes place, the spell ends.

Deity	Energy	Ability Damaged
Bahamut	Cold	Dexterity
Boccob	Electricity	Intelligence
Corellon Larethian	Acid	Wisdom
Ehlonna	Cold	Strength
Erythnul	Fire	Constitution
Fharlanghn	Acid	Constitution
Garl Glittergold	Sonic	Wisdom
Gruumsh	Fire	Strength
Heironeous	Electricity	Dexterity
Hextor	Fire	Strength
Kord	Acid	Strength
Kurtulmak	Fire	Intelligence
Lolth	Electricity	Charisma
Moradin	Sonic	Dexterity
Nerull	Cold	Charisma
Obad-Hai	Electricity	Dexterity
Olidammara	Fire	Dexterity
Pelor	Fire	Wisdom
St. Cuthbert	Sonic	Constitution
Tiamat	Fire	Wisdom
Vecna	Cold	Intelligence
Wee Jas	Cold	Strength
Yondalla	Acid	Strength

If you do not worship a deity, choose one whose alignment is within one step of your own. You must make this choice when you cast this spell for the first time and cannot subsequently change it, unless your alignment changes in such a way that your previous choice is no longer applicable.

You can have only one *divine retribution* spell in effect at any time.

DOOR OF DECAY

Conjuration (Teleportation)
Level: Cleric 5
Components: V, S
Casting Time: 1 standard action
Range: See text
Target: You
Duration: Instantaneous

You feel yourself pulled forward, into the undead creature you have touched. Your flesh and soul grow cold, and after an instant of maddening emptiness, you reappear elsewhere.

Upon casting this spell, you can literally step into an undead creature and emerge from another designated undead creature up to 100 miles away per caster level. If you do not know the precise location of the destination undead, you can select the undead creature you control nearest your desired exit point. Both undead creatures must be your size category or larger and either willing or under your control. (Mindless undead are considered willing only if you control them.)

If you worship Wee Jas, Vecna, or another deity associated with both death and magic, you gain a +4 bonus to your caster level for the purpose of determining the maximum distance you can travel. You can bring along objects as long as their weight doesn't exceed your maximum load, but you cannot bring other creatures with you.

Special: A dread necromancer[HH] can learn this spell through the advanced learning class feature, even though it is not a necromancy spell.

Illus. by F. Hooper

A cleric of Tondalla uses footsteps of the divine to avoid a drow patrol

EXECRATION

Necromancy
Level: Blackguard 2, cleric 2
Components: V, S, DF
Casting Time: 1 round
Range: Touch
Target: Creature touched
Duration: 10 minutes/level or until discharged
Saving Throw: Will negates
Spell Resistance: Yes

You channel the wrath of your deity through a simple touch, inflicting misfortune on your foe.

With a touch, you impose a –2 luck penalty on all of another creature's saving throws.

At any point before the spell's duration expires, you can force the subject to reroll a single attack roll, saving throw, skill check, or ability check as an immediate action. You can require this action either before or after the subject rolls, but you must have line of sight to the subject at the time. The lower of the two rolls applies. Once this option is exercised, the spell ends immediately.

FOOTSTEPS OF THE DIVINE

Transmutation
Level: Cleric 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: See text

Your body twists and reshapes itself, allowing you brief freedom from the confines of a wholly humanoid shape.

Upon casting this spell, you briefly acquire a new movement mode and speed, as given on the table below. Unlike most deity-variable spells, *footsteps of the divine* does not limit you

to the option offered by your own deity; you are free to choose any option presented on the table. If you choose an option offered by a deity other than your own, however, the spell duration is halved. You can choose only one option per casting.

Deity	Movement Mode	Speed
Bahamut	Fly	60 ft. (poor)
Boccob	Fly	40 ft. (perfect)
Corellon Larethian	—	+40 ft.
Ehlonna	Climb	30 ft.
Erythnul	—	+40 ft.
Fharlanghn	—	+50 ft.
Garl Glittergold	Burrow	20 ft.
Gruumsh	Burrow	20 ft.
Heironeous	—	+40 ft.
Hextor	—	+40 ft.
Kord	Climb	30 ft.
Kurtulmak	Burrow	20 ft.
Lolth	Climb	30 ft.
Moradin	Burrow	20 ft.
Nerull	Fly	50 ft. (average)
Obad-Hai	—	+40 ft.
Olidammara	Climb	30 ft.
Pelor	Fly	50 ft. (average)
St. Cuthbert	—	+40 ft.
Tiamat	Fly	60 ft. (poor)
Vecna	Fly	40 ft. (perfect)
Wee Jas	Burrow	20 ft.
Yondalla	Climb	30 ft.

Your assumption of a new movement mode, if any, imposes certain physical changes on you. For instance, if *footsteps of the divine* grants you flight, you grow wings; if it grants you a burrow speed, you grow heavy digging claws; and so forth. A "—" entry indicates that you gain no new movement type, but your base speed increases by the amount indicated.

At any point before the duration expires, you can choose to employ a burst of truly inhuman speed. You can discharge the spell to add +10 feet to your speed per remaining round of the spell's duration. This effect lasts until the end of your turn.

FOREST CHILD

Transmutation
Level: Druid 8
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: A tree of at least one size category larger than you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

The tree trunk bulges, then spits forth a humanoid form made of wood. Its features shift, creaking and cracking, until they resemble your own.

You draw forth a humanoid figure from the wood of a tree that is at least one size category larger than yourself. The figure is your size and clearly made of wood, but it resembles you sufficiently that anyone who knows you can recognize your features in its face. The figure can emerge from the tree you touch, or from any tree of the same type within the spell's range. Thereafter, if you and the *forest child* separate by more than the maximum range of the spell, or if you lose line of effect to it, it vanishes instantly and the spell ends.

A *forest child* mimics your actions, including speech, unless you direct it to act differently as a move action. You can see through its eyes and hear through its ears as if you were standing in its location, and you can switch from using its senses to using your own, or back again, as a free action anytime during your turn. While you are using its senses, your own body is considered blinded and deafened.

If you desire, any spell you cast whose range is touch or greater can originate from the *forest child* instead of from you. It cannot, however, cast any spells on itself. Spells cast through the *forest child* function normally in all respects except for the point of origin.

A *forest child* has a number of hit points equal to your character level. If you use it to attack physically, you take a –4 penalty on attack rolls, and it deals damage equal to your unarmed damage.

As a standard action, you can change places with your duplicate. (Although the spell itself is a transmutation, this usage is a conjuration [teleportation] effect.) Making use of this option reduces the remaining duration of the spell by 5 rounds. If you have fewer than 5 rounds of duration left, you cannot invoke this ability.

If you cast this spell along with both *forest eyes* and *forest voice* (see below), the duration of *forest child* doubles, and its range quadruples.

Material Component: A small hardwood replica of yourself, which costs 10 gp to create.

FOREST EYES

Divination (Scrying)
Level: Druid 3
Components: V, S, DF
Casting Time: 1 minute
Range: Unlimited
Target: Two plants of the same type, one of which must be in physical contact with you
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

The moment your hand contacts the rough wood, your vision swims, blurs, and resolves into a different image.

Upon casting this spell, you can touch a normal, Medium or larger plant or tree and designate another of the same kind. You immediately see the surroundings of the destination plant, regardless of the distance separating the two. You see the area as though you were standing in the exact spot where the destination plant stands. You cannot move your field of vision from that spot, but you can rotate it in all directions to observe the area around the destination plant. Unlike other scrying spells, *forest eyes* does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally dark, you can see in a 10-foot radius around the plant at the center of the spell's effect.

Both plants must be alive to allow use of this spell. You can either select a particular destination plant that is already familiar to you, or designate a direction and distance and let *forest eyes* find the appropriate type of plant nearest to the desired location.

FOREST VOICE

Transmutation (Language-Dependent)
Level: Druid 3
Components: V, S, DF
Casting Time: 1 minute
Range: Unlimited
Target: Two plants of the same kind, one of which must be in physical contact with you
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

You touch the leaves and speak, and your comrade answers you through the plant.

Upon casting this spell, you can touch a normal, Medium or larger plant or tree and designate another of the same kind. You can then carry on a conversation with anyone who is within 10 feet of the destination plant. Your conversation is as clear as it would be if you stood within 10 feet of one another. The plants cannot, however, transmit magical sonic effects.

Both plants must be alive to allow use of this spell. You can either select a particular destination plant that is already familiar to you, or designate direction and distance and let the *forest voice* find the appropriate type of plant nearest to the desired location.

HEALING CIRCLE

Conjuration (Healing)
Level: Cleric 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level or until discharged

A circle of warm comfort emanates from you, enveloping those who enter in positive energy.

By casting this spell, you create an aura of healing energy upon which your allies can draw to mend their own wounds. The spell has five charges when cast. Once per round as a standard action, a single allied creature within 30 feet can drain one charge from the *healing circle*. The first charge so drained functions as a *cure critical wounds* spell, the second as a *cure serious wounds* spell, the third as a *cure moderate wounds* spell, and the fourth as a *cure light wounds* spell, and the final charge heals only 5 points of damage. A creature must be conscious to draw a charge from the healing circle.

The spell effect delivered by each charge functions as if you had personally cast the associated spell. Thus, the first charge heals 4d8 points of damage +1 point per caster level (maximum +20), and so on.

ICONIC MANIFESTATION

Transmutation [Chaotic, Evil, Good, or Lawful]
Level: Druid 4
Components: V, S, DF
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 10 minutes/level, then 1 minute/level (D); see text

Your mind opens to an awareness of a new, spiritual world beyond the natural realm. Its energies flow into you even as the spirits of the beasts and the trees always have.

The descriptor of this spell matches the non-neutral component of your own alignment. For instance, if you are lawful neutral, you cast *iconic manifestation* as a lawful spell. If you are chaotic good, you can cast *iconic manifestation* as a good or chaotic spell (not both). If you are true neutral, the spell has no effect on you.

Once you cast the spell, you have up to 10 minutes per caster level to invoke its power before it is spent. At any point during this period, you can choose to spend one daily use of your wild shape ability to take on aspects of your non-neutral alignment. You temporarily acquire the celestial template if you are good, the fiendish template if you are evil, the anarchic template (*Manual of the Planes*) if you are chaotic, or the axiomatic template (*Manual of the Planes*) if you are lawful. (If your campaign does not use *Manual of the Planes*, you can approximate the axiomatic template by using the celestial template, and substituting lawful for good and chaotic for evil. You can approximate the anarchic template by using the fiendish template and making the same substitution.)

Once invoked, this transformation lasts 1 minute per caster level. Inovoking the spell's effect requires a swift action and requires you to expend one daily use of your wild shape ability.

IMPEDE

Enchantment (Compulsion) [Mind-Affecting]
Level: Cleric 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One humanoid creature
Duration: 1 round/level (D)
Saving Throw: Will partial
Spell Resistance: Yes

Your will clamps down on the subject's mind, making the slightest movement a strenuous effort.

This spell locks the subject in place. An affected creature is capable of taking actions, such as attacking or casting spells, but it cannot step from its current square (or squares, if it occupies more than one). The subject also takes a –1 penalty on melee attack rolls and a –2 penalty on Reflex saves while so rooted. The penalties are either sacred or profane depending on your deity.

If the subject succeeds on the initial Will save, it suffers no ill effects and the spell ends immediately. If it fails the initial save, it can attempt a new Will save every round thereafter. Once the subject succeeds on one of these secondary saves, it can move, but its base speed is reduced by 10 feet (to a minimum of 5 feet) for the duration of the spell. If the subject has multiple modes of movement, each is reduced accordingly.

If the subject is already under an effect that curtails its ability to move (such as *slow* or *hold person*), it also takes a –4 penalty to Dexterity for the duration of this spell, even if the other effect ends before this one does.

INTERFAITH BLESSING

Enchantment (Compulsion) [Mind-Affecting]
Level: Adept 2, cleric 2, druid 2, shugenja 2
Components: V, S, DF
Casting Time: 1 round
Range: 20 ft.
Area: 20-ft.-radius burst centered on you
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You feel your deity speaking through you to other gods, filling the space around you with diverse divine energies that strengthen your ally.

When you cast *interfaith blessing*, every creature within range is individually blessed by its own deity for the duration of the spell. The specific blessing gained depends on the particular deity worshiped, as given on the table below. A subject that venerates more than one deity must roll randomly to determine which blessing is received. The bonus is either sacred of profane.

Deity	Blessing
Bahamut, St. Cuthbert or Yondalla	+1 on attack rolls and saves
Boccob, Corellon Larethian, Vecna, or Wee Jas	+1 on attack rolls and skill checks
Ehlonna, Obad-Hai, or the general worship of nature	+1 on attack rolls and to AC
Erythnul, Gruumsh, or Lolth	+2 on damage rolls
Fharlanghn, Moradin, or Pelor	+2 to AC
Garl Glittergold, Olidammara, or no deity	Roll 1d8 to determine blessing; a result of 6 is player's choice
Heironeous, Hextor, or Nerull	+2 on attack rolls
Kord, Kurtulmak, or Tiamat	+1 on attack rolls and damage rolls

A cleric's holy symbol erupts with power bestowed by the light of courage spell

LIGHT OF COURAGE

Abjuration [Good]
Level: Cleric 6
Components: V, S, DF
Casting Time: 1 swift action
Range: Touch
Target: Holy symbol touched
Duration: 1 round/level, or until discharged
Saving Throw: Will half
Spell Resistance: No

Your holy symbol is wreathed in a wrathful, iridescent glow that causes undead creatures to wither before its celestial light.

You temporarily infuse your holy symbol with divine power. If you make a turning check before the duration expires, each undead creature on which your turning check succeeds (regardless of whether they take turning damage) takes 1d8 points of damage per two caster levels you possess (maximum 10d8).

LIGHT OF FAITH

Abjuration [Good]
Level: Cleric 2
Components: V, S, DF
Casting Time: 1 swift action
Range: Touch
Target: Holy symbol touched
Duration: 1 round/level, or until discharged
Saving Throw: None
Spell Resistance: No

A warm, comforting glow surrounds your holy symbol, renewing your faith and causing the wicked monsters before you to recoil in fear.

This spell grants you a sacred bonus equal to one-half your divine caster level (maximum +5) on your next turning check.

LIGHT OF PURITY

Abjuration [Good]
Level: Cleric 4
Components: V, S, DF
Casting Time: 1 swift action
Range: Touch
Target: Holy symbol touched
Duration: 1 round/level, or until discharged
Saving Throw: None
Spell Resistance: No

Your holy symbol gleams with a bright, white light that seems to cleanse the air around you of the foul stench emanating from your undead enemies.

Illus. by W. England

When you cast this spell on your holy symbol, your turning damage increases by 1d6 per four divine caster levels you possess (maximum +5d6) on your next successful turning check.

LIGHT OF WISDOM

Abjuration [Good]
Level: Cleric 3
Components: V, S, DF
Casting Time: 1 swift action
Range: Touch
Target: Holy symbol touched
Duration: 1 round/level, or until discharged
Saving Throw: None
Spell Resistance: No

A cool, blue radiance pours forth from your extended holy symbol, increasing your power against the foul scourge of the undead.

When you cast *light of wisdom* upon your holy symbol, your effective turning level increases by 1 per three caster levels (to a maximum of +5). These bonus levels apply only for the purpose of determining the most powerful undead that your turning check can affect and whether or not the undead you turn are destroyed outright. The increase has no bearing on the amount of turning damage you deal with a successful turn attempt.

LORE OF THE GODS

Divination
Level: Cleric 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level or until discharged

Your mind opens to the secrets of the cosmos and briefly touches the omniscience of the gods.

You gain a +5 insight bonus on all Knowledge checks. At any point before the duration expires, you can make a check with a Knowledge skill in which you have no ranks, or retry a Knowledge check you have previously failed. The +5 insight bonus still applies in both of those cases, but utilizing this option discharges the spell.

If you worship a deity who grants access to the Knowledge domain, the bonus is +10 rather than +5—even if you did not choose that domain.

MARK OF SIN

Enchantment [Mind-Affecting]
Level: Cleric 5
Components: V, S, DF
Casting Time: 1 full round
Range: Touch
Target: Creature touched
Duration: 1 round/level or permanent; see text
Saving Throw: Will partial
Spell Resistance: Yes

You bring forth the subject's inner sins and crimes, causing them to manifest in its appearance and aura.

Your successful touch attack leaves a mystical mark upon the subject. After a number of rounds equal to your divine caster level, the subject is entitled to a Will save. Success ends the spell at that point, but failure renders the *mark of sin* permanent.

Though the mark is invisible, all living creatures can sense its presence and are repulsed by it. Thus, they begin their initial interactions with the subject one step nearer to a hostile attitude than they normally would, unless they already know the subject personally. Furthermore, the subject takes a –10 circumstance penalty on all Diplomacy checks designed to change the attitudes of others. (See Diplomacy, PH 71.)

In addition, the subject takes a –4 sacred or profane penalty to a specific ability score based on your deity, as given in the table for the *divine retribution* spell (page 119). This penalty cannot be removed in any way as long as the *mark of sin* remains. If you do not worship a deity, you must choose one whose alignment is within one step of your own when you cast this spell for the first time. This choice is for the purpose of this effect only, and you cannot subsequently change it unless your alignment shifts in such a way that your previous choice is no longer applicable.

A *mark of sin* cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell. *Remove curse* works only if its caster level is equal to or higher than that of the *mark of sin*.

MASTER CAVALIER

Transmutation
Level: Blackguard 2, cleric 2, paladin 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level (D)

When you utter the final words of this spell, your muscles and equilibrium shift dramatically, making you feel more at home in the saddle than you do on your own feet.

Upon casting this spell, you gain a +10 circunstance bonus on all Ride checks. If you have *special mount* or similar class ability, your bonus on Ride checks increases to +20 while you are mounted on your special mount.

If you are affected by *master cavalier* while your mount is under the effects of *phantom charge* and *war-mount*, your mount gains the ability to walk on liquids and gains a fly speed (average maneuverability) equal to its normal land-base speed.

METAL FANG

Transmutation
Level: Druid 2, ranger 2
Components: V, S
Casting Time: 1 standard action
Range: Touch

Illus. by M. Coimbra

Bolstered by master cavalier, phantom charge, and war-mount, Alhandra and her steed have little trouble reaching their startled foes

Target: Living creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject's natural weapons take on a gleaming, metallic sheen.

You temporarily transform one of the subject's natural weapons into either cold iron or silvered, thereby allowing it to bypass the appropriate form of damage reduction. The affected natural weapon also counts as magical for the purpose of overcoming damage reduction, though it gains no enhancement bonuses on attack or damage rolls. You can cast the spell twice on the same weapon to make it function as both cold iron and silvered. The silvered weapon this way does not deal 1 point less damage as ordinary weapons do.

MORAL FACADE

Abjuration
Level: Bard 3, cleric 4, paladin 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: 24 hours
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

With an uttered incantation and a motion of your hand, you surround your target with a haze that prevents others from discerning its true nature.

By casting this spell, you cloak the target in an effect that gives a false alignment reading to all divination spells. At the time of casting, you must designate the alignment that you wish the spell to reveal.

PHANTOM CHARGE

Conjuration (Teleportation)
Level: Blackguard 4, paladin 4
Components: V, S
Casting Time: 1 swift action
Range: Personal and touch
Target: You and your special mount or fiendish companion
Duration: Instantaneous

You and your mount utter a fierce call as one. The beating of its hooves grows almost deafening, and the world around you begins to shimmer.

If you cast this spell while mounted on your special mount or mount-sized fiendish companion, you tap into the energies normally released only when you summon or dismiss that creature, creating a short-range teleportation effect. Between a single pair of steps, you and your mount can teleport directly forward once, moving up to 5 feet per two caster levels. Many paladins use this

spell to attack over rough terrain that would normally prevent a charge.

Because this spell can be cast while your mount is moving, the creature can move part of its speed both before and after the spell takes effect.

If you cast this spell in conjunction with *master cavalier* (page 124) and *war-mount* (page 129), the three spells have a synergistic effect. See the *master cavalier* spell description for details.

PROFANE ITEM

Transmutation [Evil]
Level: Cleric 4, blackguard 4
Components: V, S, DF
Casting Time: 1 full round
Range: Touch
Target: Object touched
Duration: Permanent until discharged
Saving Throw: Will negates (object) and Will partial; see text
Spell Resistance: Yes (object)

Negative forces flow through your hands and into the object you hold, filling it with a darkly glowing power that gleams for a moment, then subsides.

You imbue a touched object with latent negative energy. If the item thereafter touches or is touched by an animal or plant of any alignment, or by an outsider or shapechanger of good alignment, the negative energy discharges with a loud snap, dealing 1d4 points of negative energy damage per caster level (maximum 10d4) to that creature.

If the creature discharging the item is an animal or plant, it must save against fear or flee in terror (or cower, if it cannot move) for 1d4 minutes. On a successful save, the creature is merely shaken for the same length of time.

If the creature discharging the item is a shapechanger, an image of its natural form or most common alternate form appears for 1d4 rounds, superimposed over its body, revealing its true nature to all witnesses.

Profane item counters and dispels *sacred item* (see below).

RAVENOUS DARKNESS

Necromancy [Darkness]
Level: Cleric 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 1 minute/level (D)
Saving Throw: None or Fortitude negates; see text
Spell Resistance: No or yes; see text

Tendrils of shadow leap from the object you've touched, then swiftly form into an all-encompassing wave. The spreading night seems to blot out both light and life.

The object touched sheds darkness as a *deeper darkness* spell (PH 217). In addition, every living creature within the area of the resulting darkness (a 60-foot radius) takes 1d6 points of negative energy damage per round. Any creature under the influence of an ongoing negative energy effect (such as negative levels or necromantic-based ability damage) instead takes 2d6 points of damage per round. This effect ends for a given creature if it moves out of the area of darkness but resumes should it reenter. A successful Fortitude save negates the damage, but the affected creature must repeat the save every round, whether it succeeds or fails. If a creature has spell resistance, the spell must overcome it to deal damage.

Any undead creature within the darkness instead gains fast healing 1.

Ravenous darkness counters and dispels any light spell of equal or lower level.

REJUVENATING LIGHT

Conjuration (Healing) [Light]
Level: Cleric 7
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 1 minute/level (D)
Saving Throw: None or Fortitude negates; see text
Spell Resistance: No or yes; see text

A soft, comforting glow emanates from the object you've touched, filling the entire area with light and warmth. Though seemingly gentle, the light pierces the shadows like the rays of the sun.

The object touched sheds light as a *daylight* spell (PH 216). In addition, every living creature within the area of bright light (a 60-foot radius) gains fast healing 1. This effect ends for a given creature if it moves out of the area of light but resumes should it reenter.

Any undead creature within the area of light takes 1d6 points of positive energy damage per round. An undead creature that is particularly vulnerable to sunlight (such as a vampire) instead takes 2d6 points of damage per round. A successful Fortitude save negates this damage, but the affected creature must repeat the save every round, whether it succeeds or fails. If the undead creature has spell resistance, the spell must overcome it to deal damage.

Rejuvenating light counters and dispels any darkness spell of equal or lower level.

SACRED ITEM

Transmutation [Good]
Level: Cleric 4, paladin 4
Components: V, S, DF
Casting Time: 1 full round
Range: Touch
Target: Object touched
Duration: Permanent until discharged
Saving Throw: Will negates (object) and Will partial; see text
Spell Resistance: Yes (object)

Protective forces flow through your hands into the object you hold, suffusing it with a golden glow that shines for a moment, then subsides.

You imbue a touched object with latent positive energy. If the item thereafter touches or is touched by an undead

creature of any alignment, or by an outsider or shapechanger of evil alignment, the positive energy discharges with a flash of light, dealing 1d4 points of positive energy damage per caster level (maximum 10d4) to that creature.

If the creature discharging the item is undead, it must save against fear or flee in terror (or cower, if it cannot move) for 1d4 minutes. On a successful save, the creature is merely shaken for the same length of time.

If the creature discharging the item is a shapechanger, an image of its natural form or most common alternate form appears for 1d4 rounds, superimposed over its body, revealing its true nature to all witnesses.

Sacred item counters and dispels *profane item* (see above).

SEED OF LIFE

Conjuration (Healing)
Level: Cleric 4, druid 5, paladin 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 rounds + 1 round/level (maximum 30 rounds) or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The energy of life flows through you, warming your hand—and indeed your very soul. But instead of swiftly infusing that life into others to heal their wounds, you feed it slowly and gradually into your ally.

You implant a tiny seed of positive energy into the subject's soul. This *seed of life* grants the subject fast healing 2 for the duration of the spell, in much the same way as *vigor*[SC].

At any point before the duration expires, the subject can exhaust the remaining positive energy in a sudden burst of healing as a standard action. When this option is exercised, roll a number of d4s equal to one-half the spell's remaining duration, rounded down (for example, 5d4 if the spell has 11 rounds remaining). The result is the number of hit points of damage instantly healed. Using this option ends the spell immediately.

SOUL WARD

Abjuration
Level: Cleric 2, druid 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level or until discharged
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Your comrade's thoughts and feelings meld with yours, each bolstering the other, through the touch of your hand.

This spell functions like *body ward* (page 117), except that you choose one of the three mental abilities—Intelligence, Wisdom, or Charisma—rather than a physical ability to be affected.

SPIRITUAL ADVISOR

Divination
Level: Cleric 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

When you chant the final words of your incantation, a soft, comforting voice seems to whisper in your ear, "What knowledge may I impart to you?"

Spiritual advisor allows you to consult with a spirit, an angel, or some other divine aspect of your deity. This advisor manifests as a barely shimmering orb that floats above one of your shoulders. When it speaks, only you can hear its counsel.

As long as the *spiritual advisor* is present, it helps you recall bits of trivia, history, or other knowledge. This knowledge can be as general or specific as is required, and the information gained grants you a +4 insight bonus on all Knowledge checks while the spell is in effect. You can even attempt checks with Knowledge skills in which you have no skill ranks or retry a Knowledge check you failed before casting the spell.

SPIRITUAL GUARDIAN

Evocation [Force]
Level: Cleric 6
Components: V, S, DF
Casting Time: 1 standard action
Range: 5 ft.
Effect: A phantasmal knight
Duration: 1 minute/level or 1 round/level; see text
Saving Throw: None
Spell Resistance: No

The sound of hoofbeats begins in the distance and draws swiftly nearer. As though leaping down from an invisible charger, a translucent knight, clad head to toe in heavy plate, appears by your side. The holy symbol of your deity is emblazoned across his tabard and shield.

By casting this spell, you create a translucent knight made of force. It remains within 5 feet of you at all times, constantly matching your speed and mode of travel—even if you are mounted or magically accelerated. Any time you are attacked, it moves to parry the attack with its shield or longsword, granting you a +6 deflection bonus to Armor Class. As a standard action in any round, you can command the knight to make a single attack against any creature within 5 feet. It strikes with its longsword, using your base attack bonus and applying your Wisdom modifier to the roll. The attack deals 1d8 points of force damage +1 extra point per three caster levels (maximum +10).

At any point before the spell expires, you can turn the knight loose and order it to fight on its own. It then moves

at a speed of 60 feet to attack any foe you designate. It continues to use your base attack bonus and your Wisdom modifier for its attack rolls, and it can make as many attacks per round as your base attack bonus allows. You need not concentrate on the knight as long as it is fighting a specific opponent, but commanding it to change foes requires a move action. If its opponent falls, the knight waits for your direction.

Once you have turned the knight loose, you lose the deflection bonus to Armor Class that it provided, and you cannot regain it. Furthermore, the remaining duration of the spell converts from minutes per level to rounds per level on a one-to-one basis.

SUBDUE AURA

Abjuration
Level: Cleric 3, paladin 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature or object touched
Duration: 10 minutes/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

The normally formidable aura that marks you as a servant of a higher power recedes, leaving few traces of your allegiance visible to creatures that can see such marks.

This spell masks the target's aura, making it appear less powerful than it really is. For every two caster levels, the target of a *subdue aura* spell appears to have 1 fewer Hit Die than it really does.

If the target has no aura, the spell has no effect.

Illus. by E. Deschamps

Spiritual guardian calls a holy knight, ready to serve

SUBSTITUTE DOMAIN

Transmutation
Level: Cleric 2
Components: V, S, DF
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: 1 day/level (D)

The power of your deity courses through you, replacing what you once knew with different ideas and abilities.

Upon casting *substitute domain*, you can swap one of your current domains for another that your deity offers. You gain the granted power of the new domain, as well as access to any of its spells that you can cast—though you must still prepare the spells normally. While *substitute domain* is in effect, you lose the granted powers and spells of the domain to which you have given up access.

For example, Saera, a cleric of Pelor, normally has access to the Strength and Sun domains. She casts *substitute domain* on herself and chooses to swap the Strength domain for another of the domains that Pelor normally grants—namely Healing. While she can now access the spells and granted power of the Healing domain, Saera cannot tap the abilities and spells normally associated with the Strength domain.

SUMMON HOLY SYMBOL

Conjuration (Summoning)
Level: Cleric 0, paladin 1
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: Small wooden holy symbol
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

You whisper a prayer to your deity, and his symbol appears in your hand.

You conjure a small holy symbol, which you can then use to turn undead, or as a divine focus for spells, or for any other purpose that you would normally use one. The conjured holy symbol is made of wood and is neither magical nor particularly valuable.

SURGE OF FORTUNE

Transmutation
Level: Cleric 5
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level or until discharged

The power of your deity flows through you, guiding your movements and honing your instincts.

Upon casting this spell, you gain a +2 luck bonus on attack rolls and damage rolls, saving throws, skill checks, ability checks, and spell penetration checks, as well as to Armor Class.

At any point before the spell expires, you can channel some of its remaining power into a single instant of perfect fortune as an immediate action. The result of the next attack roll, saving throw, skill check, ability check, or spell penetration check you attempt is treated as a natural 20, as long as it occurs within 1 round of the time you invoked this power. (If you use it for an attack roll, you must still roll to confirm the critical hit normally.) Using this option instantly ends the spell.

TOUCH OF RESTORATION

Conjuration (Healing)
Level: Paladin 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute

When you pray for the power to restore that which your friend has lost, a beam of sun breaks through the clouds and bathes your hands in golden light.

Casting *touch of restoration* lets you use your lay on hands ability to cure ability damage. While this spell is active, you can cure 1 point of ability damage per caster level by laying on hands, and you can split these points among different creatures if desired.

TURN ANATHEMA

Enchantment (Compulsion) [Mind Affecting and Chaotic, Evil, Good, or Lawful]
Level: Blackguard 2, cleric 2, paladin 2
Components: V, S, DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 minutes/level

When you clutch your holy symbol, it pulses briefly with divine power, then grows oddly cold beneath your fingers.

Choose one non-neutral aspect of your own alignment—chaotic, evil, good, or lawful. If you are neutral, you must choose an alignment component for this spell when you first cast it, and this choice cannot be altered for subsequent castings unless your alignment has changed in such a way as to make that choice unsuitable. The spell takes on the descriptor of the selected alignment component.

Upon casting this spell, you can use one of your daily turn or rebuke attempts to turn creatures with the opposing alignment subtype as though they were undead. For instance, if you cast *turn anathema* as a good spell, you could attempt to turn creatures of the evil subtype, such as demons. You could not, however, turn a red dragon, because although it is an evil creature, it lacks the evil subtype. This spell allows only turning, not rebuking or destroying, even if you normally rebuke rather than turn. You can use as many of your daily turn/rebuke attempts as you wish in this way for the duration of the spell.

WAR-MOUNT

Transmutation
Level: Blackguard 3, paladin 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Special mount or fiendish companion touched
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

At your touch, your mount's flanks ripple, and its eyes blaze with newfound energy.

You render the natural attacks of your mount or fiendish companion magical with a touch. The creature gains a +2 enhancement bonus on attack rolls and damage rolls with its natural weapons for the duration of the spell. They are treated as both magic and good-aligned (paladin) or evil-aligned (blackguard) weapons for the purpose of overcoming damage reduction.

If you cast this spell in conjunction with *master cavalier* (page 124) and *phantom charge* (page 125), the three spells have a synergistic effect. See the *master cavalier* spell description for details.

WEIGHT OF SIN

Evocation [Chaotic, Evil, Good, or Lawful]
Level: Cleric 6
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous, then 1 round/level or permanent; see text
Saving Throw: Fortitude partial, then Will negates; see text
Spell Resistance: Yes

You use the raw power of your deity to reach into your target's soul and pull forth its sins, leaving their horror exposed for all to see.

You affect the target differently based on how its alignment compares to your own.

If the target's alignment is the same as yours, *weight of sin* has no effect.

If the target's alignment differs from yours but contains no directly opposing components (for example, the target is neutral good and you are lawful neutral), the spell deals 1

Opposed Alignments (Yours/ Target's)	Minor Effect	Moderate Effect	Major Effect
Chaotic/ lawful	–1 on saving throws	*Confusion*, as the spell	*Baleful polymorph*, as the spell
Evil/ good	–1 to Armor Class	*Crushing despair*, as the spell	Weakened, as *symbol of weakness*
Good/ evil	–1 on attack rolls	Exhausted, as *ray of exhaustion*	Blinded, as *power word blind*
Lawful/ chaotic	–1 on damage rolls	*Slow*, as the spell	*Flesh to stone*, as the spell
Chaotic evil/ lawful good	—	*Confusion*, as the spell	Weakened, as *symbol of weakness*
Chaotic good/ lawful evil	—	Exhausted, as *ray of exhaustion*	*Baleful polymorph*, as the spell
Lawful evil/ chaotic good	—	*Crushing despair*, as the spell	*Flesh to stone*, as the spell
Lawful good/ chaotic evil	—	*Slow*, as the spell	Blinded, as *power word blind*

point of damage per caster level (maximum 15) and has no secondary effect.

If the target's alignment has one aspect opposed to yours (such as law/chaos), but not both, the spell deals 1d4 points of damage per caster level (maximum 15d4), and the subject suffers a minor secondary effect (see the table above).

If the target's alignment is diametrically opposed to yours (such as lawful good/chaotic evil), the spell deals 1d6 points of damage per caster level (maximum 15d6), and the subject suffers a moderate secondary effect (see the table below).

If you cast this spell on the same target in 2 consecutive rounds, any secondary effect the spell has increases by one "step" in severity. That is, if the spell caused a minor effect on the first casting, it now causes a moderate effect, and if it caused a moderate effect, it now causes a major effect. Minor and moderate effects end in 1 round per caster level, but major effects are permanent until dispelled.

In all cases, the subject is entitled to a Fortitude save for half damage, and then a Will save to negate the secondary effect, if any. The target is entitled to this Will save even if the spell duplicated by the secondary effect normally does not permit one.

WOODEN BLIGHT

Transmutation
Level: Druid 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 1 round/level (D)
Saving Throw: Fortitude partial
Spell Resistance: Yes

The spirit of the trees manifests within your foe, slowing and transforming its body.

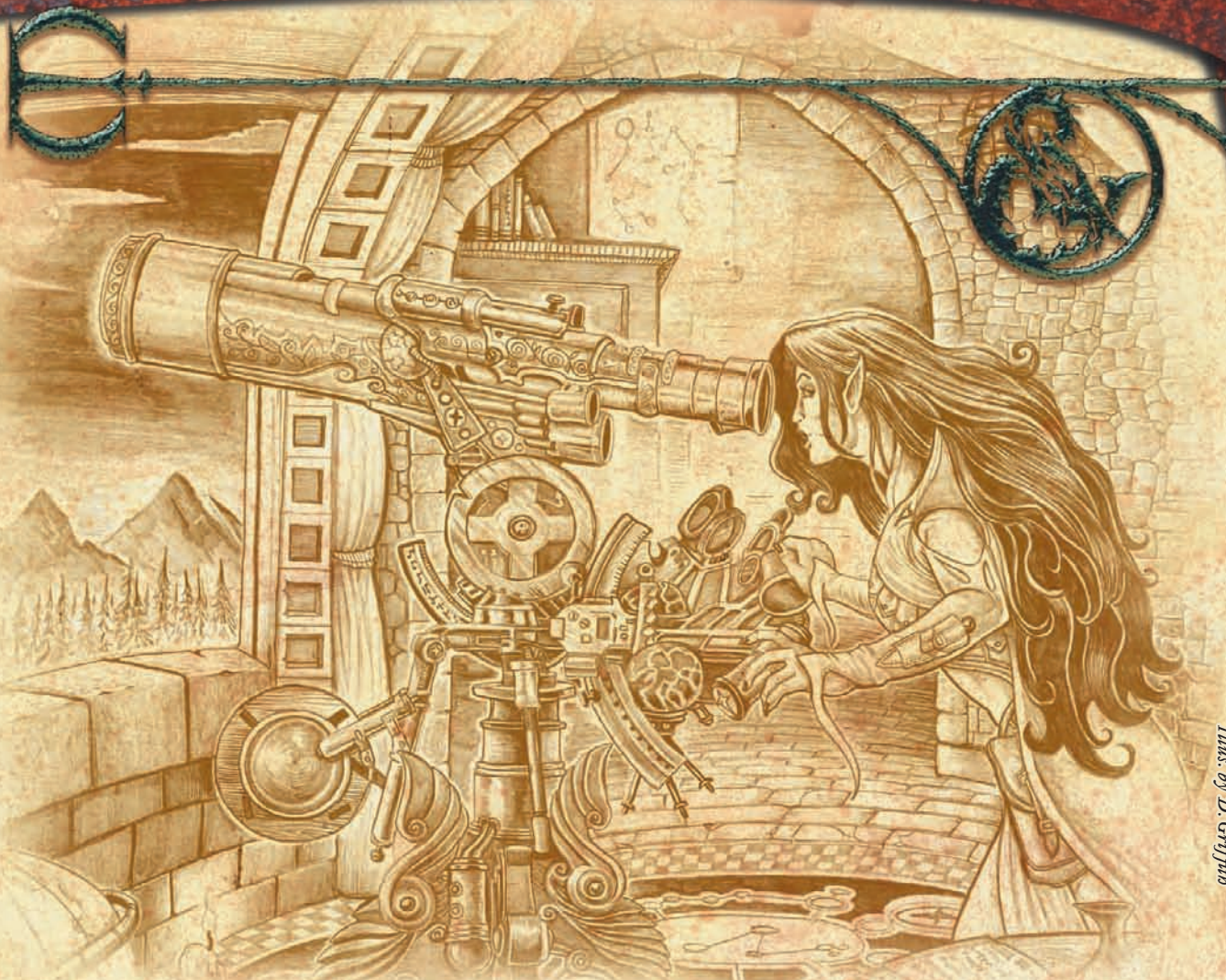
You transform the subject's body into wood from the inside out. Each round, the subject must make a new saving throw or take 1d4 points of Dexterity damage. Success halves the Dexterity damage from that round and ends the spell.

A subject whose Dexterity is reduced to 0 or lower by this spell transforms, along with its gear, into a mindless, inert, wooden statue. A creature in this state is not actually dead, but it does not register as alive either when viewed with spells such as *deathwatch*.

If the target already has Dexterity damage or a penalty to Dexterity, *wooden blight* is even more debilitating. Each round in which the subject takes Dexterity damage from this spell, its base movement rate is reduced by 5 feet for every point of Dexterity damage it takes (minimum speed 5 feet).

Creatures of the plant type are immune to this spell.

Material Component: A sliver of wood from a living tree.



Illus. by D. Griffith

Holy relics, blessed artifacts, and weapons of righteous wrath regularly seem to find their way into the hands of divine characters in search of glory. Every item described in this chapter has a particular divine flavor, but many work just as well—if not better—when wielded by characters with no godly connections at all.

POWER COMPONENTS

By taking advantage of the symbolic links between deities and the mortal realm, a divine caster can use specific components to enhance the power of his spells. These components can be used even with spells that do not normally have material components, but they do not replace any other materials a spell might normally require. Like other material components, they disappear when used to cast a spell.

COMPONENT PREPARATION

Each of the power components described below must be specially prepared by methods not normally available to player characters. Simply burning a used scroll won't produce ashes of power, for example.

COMPONENT DESCRIPTIONS

Many of the items detailed below are tied to specific religions or deities. If you are playing in a campaign that uses different deities (or no deities at all), simply adapt each item using the rules given throughout this text.

The price given for each component is for a single application of the substance; using any smaller amount has no effect.

Angel's Blood: Those who manage to shed celestial blood often collect a few drops for sale to other, equally vile souls. When blended with specific poisons and used as a component in the casting of any spell that has the evil descriptor, angel's blood increases the save DC by 1. *Price:* 85 gp.

Ashes of Power: When a used scroll is burned and its ashes are mixed with holy water and mystical inks, the resulting paste houses an ember of true magic. When used as a component in the casting of *dispel magic*, *greater dispel magic*, or *break enchantment*, this powder allows the caster to make two dispel checks and choose the better result. *Price:* 1,750 gp.

Aurial Sapphire: On rare occasions, the winds of the Elemental Plane of Air capture various particles whipping about in the emptiness and drive them together over the course of years. The result is a crystal marbled in various shades of blue. Called aurial sapphires, these gemstones are sometimes found on the Material Plane, usually at high altitudes where the winds blow most fiercely. When an aurial sapphire is used as a component in the casting of any Air domain spell or spell that has the air descriptor,

the spell is affected as if by the Quicken Spell feat, but without any level increase. *Price:* 215 gp.

Crypt Powder: During the long years in which a powerful necromancer lies decaying in his tomb, some of the magic that infused his bones seeps into the surrounding walls. If one of these stones is then shattered in a particular way, the resulting dust sometimes retains that power. When used as a component in the casting of any spell that targets either corpses or undead, this powder increases both the save DC and the caster level by 1. *Price:* 150 gp.

Doppelganger Bile: This viscous fluid aids in deceptive magic. When specially distilled and used as a component in the casting of any spell that grants invisibility or a bonus on Disguise checks, doppelganger bile doubles the duration of the effect. *Price:* 95 gp.

Dragon Ruby: Gold dragons like to feast on pearls and gems. Occasionally, a few gems pass through such a dragon's system undigested. If one of those gems is a ruby, it absorbs a bit of the creature's fiery nature and becomes a dragon ruby. When used as a component in the casting of any spell that has the fire descriptor, a dragon ruby doubles that spell's area. *Price:* 175 gp.

Essence of Order: When various powdered herbs are mixed with the inner fluids of an inevitable, the resulting oily substance emits a potent vapor known as essence of order. Anyone breathing this vapor is cured of 1 point of mental ability damage caused by a poison or disease. A single dose is usable only once. When used as a component in the casting of any spell that has the law descriptor, essence of order increases the save DC by 1. *Price:* 300 gp.

Feather of the Far Reaches: When coated in a thin layer of powdered mithral, the tailfeathers of an albatross or an arrowhawk gain a degree of magical power. If one of these so-called feathers of the far reaches is used as a component in the casting of any Travel domain spell, it either adds 10 feet to the speed (if the spell grants a new or improved mode of movement) or increases the effective caster level by 1. *Price:* 95 gp.

Game of Fate: Long ago, someone discovered that a die carved from the shell of a large tortoise attracts the attention of the deities of luck. When used as a component in the casting of any spell that grants a bonus on attack rolls, damage rolls, saving throws, or checks, such a die—known as a game of fate—produces one of three effects: +1 caster level (01–45), double duration (46–90), or restoration of a spell as per a *pearl of power* (91–100). *Price:* 550 gp.

Guardinal Feather: The feathers of a guardinal, when given freely, have protective properties. When one is used as a component in the casting of any spell that grants either energy resistance or a bonus to Armor Class, it increases the value of that protection by 2. *Price:* 600 gp.

Hero's Tears: Tears taken from a champion of good who weeps over a fallen comrade become a potent aid to virtuous casters when sanctified with *bless water.* If these hero's tears are used as a component in the casting of any spell that has the good descriptor, they increase the effective caster level by 2. *Price:* 675 gp.

Horn of Gorgon: Gorgon horns soften when soaked in a particular kind of rare vinegar. If this horn of gorgon is then used as a component in the casting of any spell that enhances Strength—whether by an enhancement bonus, a size increase, or any other means—it adds 2 to the subject's Strength, on top of the spell's normal effects. *Price:* 575 gp.

Kiss of Discord: An herb known by sages as lusiri blossom, kiss of discord has dull red leaves that vaguely resemble lips. When ingested, it causes hallucinations (1d3 hours, Fort DC 13 negates, treat as *confusion*). If used as a component in the casting of any spell that has the chaos descriptor, it increases the effective caster level by 2. *Price:* 310 gp.

Obaddis Leaf: A rare variety of holly, this plant retains some of the magic that passes through it when it is used as a divine focus by a druid. If it is then used as a component in the casting of a Plant domain spell or any spell that specifically targets plants, it doubles both the area and the duration. *Price:* 130 gp.

Pearl of the Waves: A pearl of the waves results when an oyster forms a pearl around the tiniest fragment of a magic item, such as a sliver of a magic blade or wood from a broken staff. If this pearl is used as a component in the casting of any Water domain spell or a spell that has the water descriptor, the spell is affected as if by the Quicken Spell feat, but without any change in spell slot. *Price:* 225 gp.

Scholar's Dreams: Some say that ivy growing on the gravestone of a truly learned sage feeds upon the knowledge of the deceased. When used as a component in the casting of any Knowledge domain spell, this ivy—known as scholar's dreams—doubles both the range and the duration. *Price:* 175 gp.

Soil of Stone: Taken from beneath the palaces of the dao (genies of Elemental Earth), this powdered stone retains traces of both that plane and its masters. If this so-called soil of stone is used as a component in the casting of any Earth domain spell or a spell that has the earth descriptor, it doubles the duration. *Price:* 65 gp.

Sunflower of Pelor: For reasons unfathomable to sages, large sunflowers often grow in the soil where an undead creature has been reduced to ash by a cleric's turn undead ability. The petals of these sunflowers of Pelor, if properly treated with various unguents, grant power to sun-related spells. When used as a component in the casting of any Sun domain spell or a spell that has the light descriptor, these petals double its area. *Price:* 100 gp.

Talon of Ehlonna: When an animal dies while under the effect of a *magic fang* or *greater magic fang* spell, one of its claws or teeth sometimes retains a spark of that magic. This so-called talon of Ehlonna resists decay and gains a gold-bronze luster over time. When used as a component in the casting of any Animal domain spell or a spell that specifically targets animals, the talon increases the effective caster level by 2. *Price:* 370 gp.

True Warrior's Blade: A weapon wielded by a deity's champion, then broken in combat, can be consecrated with holy water and unguents to become a true warrior's blade. When used as a component in the casting of any divine spell that deals hit point damage, this blade increases the damage dealt by 2 points per spell level. *Price:* 650 gp.

Twilight Green: A distant relative of belladonna, this herb is a deadly poison (ingestion, DC 14 Fortitude negates, primary and secondary damage 1d4 Constitution). When used as a component in the casting of any spell that deals negative energy damage, however, twilight green increases that damage by 1 point per spell level. *Price:* 250 gp.

Unicorn Horn: If a horn taken from a unicorn that has died of natural causes is used as a component in the casting of any touch spell that has the healing descriptor, it transforms the spell into a ray with a 30-foot range. *Price:* 190 gp.

SPECIAL HOLY SYMBOLS

Clerics, paladins, and most other divine spellcasters require some sort of holy symbol, both for their spellcasting and to use some of their other divine abilities. Two types of holy symbols—wooden and silver—are described in the *Player's Handbook*. Neither is more effective than the other.

In truth, many different types of holy symbols exist. Each incorporates the symbol of the deity in some way, but the styles and materials used can vary widely. Symbols of the same god might not be exact duplicates—in fact, different sects of a religion might focus on separate aspects of the same deity, and their symbols might reflect that difference. And finally, divine casters who don't follow a particular religion tend to have symbols of their own.

This section provides examples of a few unique holy symbols. Each draws upon a different core D&D deity for inspiration but can be adapted to similar deities in other campaign worlds.

COMMON ELEMENTS OF HOLY SYMBOLS

Each of the following holy symbols has a unique description and its own special enhancements. However, all have the following elements in common.

- Each symbol is made of materials worth at least 100 gp. Even those made of natural materials go through a refining process that makes them inherently valuable.
- Each symbol is durable, with hardness 5 and 10 hit points.
- Each symbol is made to fit in one hand, regardless of the size of that hand. Its power lies not in its size, but in its connection to the divine.
- To wield a holy symbol, the user must hold it in one hand and brandish it openly. Although some holy symbols can be worn, the wielder must always touch his symbol with at least one hand and display it prominently to use it as a focus for spellcasting, turning checks, and other related uses. Only the use of a metamagic feat such as Still Spell allows a caster to forgo this motion.
- Each special symbol costs 350 gp. That price covers all material costs, plus any blessings or rituals needed to consecrate it. This cost also represents the fact that each symbol is of masterwork quality.

WHO CAN USE HOLY SYMBOLS

Typically, only clerics and paladins (and a few other divine casters) need to use holy symbols in spellcasting and other similar actions. However, any spellcaster can gain benefits from using these special holy symbols, assuming that he can cast spells of the appropriate type (see below). Not all symbols work equally well for all spellcasters.

Each symbol represents a character's devotion, beliefs, and worship, so both divine and arcane casters can use these symbols as foci for their spells. Even a spell that doesn't normally require a focus can be improved by the use of these symbols. The following rules apply to such use.

Alignment: To gain the benefits associated with a special holy symbol, you must be of a compatible alignment—that is, you cannot have an alignment component in opposition to either component of the deity associated with the symbol. For example, Kord is a chaotic good deity, so you could not use his holy symbol for spellcasting if you were either lawful or evil. (The alignment of clerics and other divine casters must be within one step of the deity they worship, as specified in the *Player's Handbook*.)

Worship: Although nondivine characters might not pay as much homage to deities as divine casters do, anyone wishing to gain the benefits of using a special holy symbol as a focus must offer up at least a little religious respect. Work with your DM to decide what sort of roleplaying is required for your character to be considered a worshiper of a particular deity.

Exclusivity: Most spellcasters pay homage to only one deity at a time, but some—especially nondivine casters—pay homage to an entire pantheon, or perhaps a subset of deities. But even if your game uses a pantheistic approach, you still need to pick an individual deity to use one of the special holy symbols in this section. And furthermore, once you select a particular special holy symbol, you can't swap it for another without abandoning the first deity entirely. If you do want to make such a switch, the DM should work out the roleplaying ramifications of changing faiths with you.

HOLY SYMBOL DESCRIPTIONS

Each entry includes a brief physical description of the holy symbol, followed by its benefits.

Blood-Face of Erythnul: This rust-colored talisman depicts a face cackling with evil laughter. Swaths of blood-red highlight the open, grinning mouth and the brow ridge, giving the face a wild, almost demonic look.

When used as a focus for illusion spells or spells with the chaotic designator, a blood-face of Erythnul increases the save DC by 1.

Barbs of Hextor: The shape of this dark-colored, metallic talisman is that of a mailed fist grasping barbed arrows.

When used to cast Evil domain spells or spells that have the evil descriptor, this symbol increases your effective caster level by 1.

Bolt of Heironeous: Cast in the shape of a hand grasping a lightning bolt, this holy symbol is usually made of silver, gold, or a combination of both.

When used to cast Good domain spells or spells that have the good descriptor, this symbol increases your effective caster level by 1.

Devastation of Nerull: This symbol is either carved from bone or made from the skeleton of a Diminutive creature, and it always appears to be decaying. Worshipers

of Nerull typically either grow lichen on it, or whet it with a small amount of acid. As a result, it usually carries a mildly unpleasant odor.

When used to cast a spell from the necromancy school or the Death domain, or when brandished to rebuke or command (not turn or destroy) unintelligent undead, this symbol increases your effective caster level by 1.

Ehlonna's Brooch: Worn by worshipers of the goddess of the woodlands, this emerald carving of a unicorn rampant sometimes seems to blend into the wearer's garb. When grasped and used as a focus for a spell, it exudes a faint green glow.

When Ehlonna's brooch is used as a focus for a *summon nature's ally* or *summon monster* spell, each creature summoned gains +1 hit point per Hit Die.

Fharlanghn's Badge: This symbol is almost always made to look like a worn, weathered piece of wood bearing a crude carving of a sunset. In actuality, a Fharlanghn's badge is almost always made from materials that have traveled a long way, such as driftwood, or the planks of a settler's wagon.

When brandished during the casting of any spell that increases a creature's speed (or even one that imparts a new mode of movement, such as *fly*), Fharlanghn's badge increases the target's speed by an additional 5 feet. This item has no effect on spells that magically transport a character from one place to another (such as *teleport* or *dimension door*).

Obad-Hai's Green Man: Always made from living wood and green leaves, this symbol remains fresh as long as you remain alive and pay homage to the nature god. Only upon close inspection can nonworshipers see the face hidden amid the leaves.

When used to cast spells from the Animal or Plant domain, Obad-Hai's green man increases your caster level by 2. In addition, you gain a +1 bonus on turn or rebuke checks made against plant creatures while brandishing it.

Mirror of Olidammara: This symbol looks like a plain silver hand mirror, but anyone who looks into the glass sees a theatrical mask with half the face dark and smiling and the other half white and scowling. This image is not magical in nature—the glass is not a mirror, and the mask is simply embedded in the backing.

When held forth during the casting of Luck domain spells or spells that have the chaotic descriptor, the mirror of Olidammara increases your effective caster level by 1.

Moradin's Forge: Usually made of a heavy metal (lead, adamantine, or even gold) and painted flat black, this talisman comes in two parts—a model hammer and a tiny anvil. Most crafters attach the two parts with a thin but strong and flexible wire, so that the hammer can be struck against the anvil during casting. Doing so isn't strictly necessary, but many worshipers of the Soul Forger feel the action is appropriate.

When used to cast Earth domain spells or spells that have the earth descriptor, Moradin's forge increases the save DC by 1. In addition, it increases your effective caster level by 1 when used to turn or rebuke air creatures (as the Earth domain granted power).

Nugget of Garl Glittergold: This small symbol looks like a chunk of unrefined gold ore—because it is. Blessed by gnome priests, it is even more precious than its materials suggest.

When used to cast Trickery domain or illusion spells, a nugget of Garl Glittergold increases your effective caster level by 1.

Ruby Skull of Wee Jas: This stylized symbol carved from ruby resembles a skull stretched and twisted by magic. Its empty eye sockets stare unceasingly at the viewer.

When used as a focus for Death domain or necromancy spells, a ruby skull of Wee Jas increases your effective caster level by 1. In addition, when used to rebuke or command (not turn or destroy) undead, it grants a +1 bonus on your turning damage rolls.

Silver Badge of Larethian: This moon-sliver symbol is always silver in color and often decorated with etched or embossed images of leaves, berries, and nuts. Worshipers of the Protector keep these items highly polished so that they shine brightly in moonlight.

When displayed while casting Protection domain or abjuration spells, a silver badge of Larethian increases your effective caster level by 1.

Stone Socket of Gruumsh: Orcs and other worshipers of Gruumsh sometimes carve these holy symbols out of stone, making them look like empty eye sockets. During the consecration rituals, they pour blood (usually taken from the eyes of their sacrificial victims) into the hole to stain the stone permanently.

When used to cast War domain spells or spells that have the evil descriptor, a stone socket of Gruumsh grants a bonus equal to +1 per damage die on damage rolls made for the spells. However, this bonus cannot increase a spell's damage beyond its normal limit. So if used with *spiritual weapon*, which normally deals damage equal to 1d8 points +1 point/three caster levels, the stone socket of Gruumsh grants a +1 bonus on the damage roll. However, that bonus cannot bring the damage above 8 points for a 1st-level caster, or above 13 points (1d8+5 maximum) for a 15th-level caster.

Sun Disk of Pelor: Worshipers of Pelor believe they can feel the sun's warmth through their golden, sun-shaped talismans. One surface of each sun disk of Pelor is emblazoned with a stern but somehow comforting face, and the holy disks do shine in both sun and torchlight.

When used to cast Sun domain or conjuration (healing) spells, a sun disk of Pelor grants a +1 bonus on healing (or

Special holy symbols confer bonuses to their wielders' actions

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damage) rolls made for the spells. However, this bonus cannot increase a spell's healing or damage beyond its normal limit. So if used with *cure moderate wounds*, which normally heals damage equal to 2d8 points +1 point/caster level, a sun disk of Pelor grants a +1 bonus on the roll. However, that bonus cannot bring the healing above 19 points (2d8+3 maximum) for a 3rd-level caster, or above 21 points (2d8+5 maximum) for a 5th-level caster.

Talisman of Boccob: Usually worn on the chest, this pale yellow symbol depicts a stylized eye that appears to glow with an inner light. You must touch it with at least one hand to gain its benefit.

When used to cast Knowledge domain or divination spells, a talisman of Boccob grants you a +1 bonus on caster level checks and on any follow-up Spellcraft checks necessary to complete the spell (such as those required for *detect magic*).

Vanguard of Kord: This small, round, convex disk is decorated like a tribal war shield, with black weapons crossed on a blood-red background. The disk almost always shows signs of wear and hard use.

When used to cast Luck domain or transmutation spells, a vanguard of Kord increases your effective caster level by 1.

Vecna's Hand and Eye: The typical worshiper of Vecna keeps his holy symbol hidden until it is time to cast spells. The talisman of the God of Secrets looks like a dark hand grasping a large, bloodshot eye. Alternatively, sometimes the hand's fingers are outstretched, and the eye is embedded in the palm. Either way, the disquieting symbol represents both the deity and the artifacts that bear his name.

When used to cast any spell from the Knowledge or Magic domain, Vecna's hand and eye increases your effective caster level and the save DCs by 1.

War Cross of St. Cuthbert: This symbol appears to be a wheel with four equal-length spokes and a gemstone at the hub. To brandish it, you must grasp the symbol by its center, holding the gemstone out.

When used to cast any mind-affecting spell or to turn (not rebuke) undead, a war cross of St. Cuthbert increases your effective divine caster level by 1.

Yondalla's Cornucopia: Sometimes this symbol depicts a cornucopia emblazoned on a green background, but more often than not, it is an actual miniature cornucopia filled with carved wooden fruit.

When used to cast Law domain spells, spells that have the good descriptor, or spells that create food or water (such as *create food and water* or *heroes' feast*), a cornucopia of Yondalla increases your effective caster level by 1.

Magic Items

The following items should add to the excitement and depth of any campaign, either as treasures sought by the PCs, or as weapons wielded against them by villains.

ARMOR AND SHIELDS

While not exactly "armor of god," these items protect those who serve their deities and provide them with the benefit of divine power.

ARMOR OF THE BEAST

Price (Item Level): 26,175 gp (16th)
Body Slot: Body
Caster Level: 10th
Aura: Moderate (DC 20); transmutation
Activation: —
Weight: 20 lb.

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DOMAIN-FOCUSED HOLY SYMBOLS

As an alternative to using holy symbols dedicated to specific deities, you can choose to modify existing symbols—or even create new ones—that embody the worship of an ideal. The following are two examples of nature-oriented holy symbols.

Nature's Sickle: This symbol resembles a small stone sickle cutting four stalks of wheat. The wheat looks fresh and real, even though it is carved of stone. When the symbol is in use, the wheat actually smells like grain and seems to shine in the sun.

Sample holy symbols of nature: nature's children and nature's sickle

When used to cast any spell from the Earth, Plant, or Sun domain, a nature's sickle increases your effective caster level by 1.

Nature's Children: This wood or stone carving depicts from three to more than a dozen local animals, depending on the fecundity of the region and the intricacy of the carving. Sometimes when you look at it, you catch a glimpse of movement out of the corner of your eye, though further inspection always shows the animals right where they were before.

When used to cast spells from the Animal domain list or spells that aid, protect, speak with, or summon animals, this symbol increases your effective caster level by 1.

This suit of studded leather armor is held together with bits of bone and scale rather than metal rivets. The breastpiece is engraved with an abstract image resembling a tree, whose branches cross over the armor's shoulders.

If you have the wild shape class feature, this suit of *+1 wild studded leather armor* grants you one additional use of that ability per day. This extra use stacks with the one provided by a *druid's vestment* (DMG 268).

Armor of the beast is part of a set known collectively as the *trappings of the beast*, which also includes the *ring of the beast* (page 141) and the *mantle of the beast* (page 140). When you wear all three of these items, you gain a +5 competence bonus on wild empathy checks. In addition, you are treated as one level higher than you are for the purpose of using wild shape. (For instance, an 11th-level druid clad in the *trappings of the beast* could assume the form of a plant creature.)

A druid retain his class abilities while wearing the *armor of the beast.*

Prerequisites: Craft Magic Arms and Armor, wild shape ability.

Cost to Create: 13,000 gp (plus 175 gp for masterwork studded leather); 1,040 XP, 26 days.

BASTION OF RIGHTEOUS WAR

Price (Item Level): 18,170 gp (14th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate (DC 18); evocation
Activation: — and immediate
Weight: 15 lb.

The border of this chevron-shaped shield is emblazoned with symbols of warfare. When it is carried, the image of a deity's holy symbol forms in the center.

This *+1 heavy steel shield* functions best in the hands of a cleric or paladin. If an enemy scores a critical threat against you, you can expend a turn or rebuke undead attempt as an immediate action to negate the critical threat. You must make this decision before your opponent rolls to confirm the critical threat, and you still take the normal damage from the attack. The cost (in turn/rebuke attempts) to activate the bastion of righteous war increases by 1 for every additional multiple of damage (beyond ×2) that would normally be dealt by the attack's critical hit. For example, negating a critical threat from a heavy pick (which deals four times normal damage on a critical hit) would cost three turn/rebuke undead attempts, rather than one.

The *bastion of righteous war* is part of a set known collectively as the *regalia of righteous war,* which also includes the *blade of righteous war* (see below) and the *helm of righteous war* (page 139). When you hold this blade while wearing the other items in the set, you can spend a turn/rebuke undead attempt as an immediate action to make an attack of opportunity with the blade against any foe that successfully strikes an ally in melee combat, even if you have already made one against that opponent that round. (You must threaten the foe in order to make this attack of opportunity.). You may exceed your normal allotment of attacks of oportunity with this ability.

The holy symbol pictured on the shield always matches the deity worshiped by the wearer (if any).

Cost to Create: 9,000 gp (plus 170 gp for masterwork heavy steel shield), 720 XP, 18 days.

Prerequisites: Craft Magic Arms and Armor, *divine power, magic vestment,* turn or rebuke undead.

BULWARK OF THE LIVING

Price (Item Level): 10,157 gp (12th level)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate (DC 18); necromancy
Activation: — and standard (command)
Weight: 10 lb.

This heavy wooden shield is perfectly spherical and rimmed in mithral. The sun disk of Pelor is emblazoned across its surface.

A good-aligned character who bears this *+1 blinding heavy wooden shield* can expend a 4th-level or higher divine spell as a standard action to cast *death ward* (PH 217) on himself.

Cost to Create: 5,000 gp (plus 157 gp for masterwork heavy wooden shield), 400 XP, 10 days.

Prerequisites: Craft Magic Arms and Armor, *death ward, searing light,* good alignment.

A NOTE ON FORMAT

The magic items described here use the format introduced in *Magic Item Compendium.* Aspects of that format that might not be self-explanatory are described below.

Price (Item Level): This entry gives the price of the item in gold pieces and the item level. Item level is a guideline for the DM to estimate the level at which a character can reasonably attain the item. It is unrelated to caster level.

Body Slot: This entry identifies the place on the body where the item is worn. For items not worn in a body slot, — (held) designates an item held in the hands and — designates items that need only be carried on your person.

Aura: This entry gives information that can be obtained with a *detect magic* spell. It lists the strength of the item's aura, the DC of the Spellcraft check required to determine the school of magic, and the school of magic associated with the aura.

Activation: The kind of action required to activate the item is given here, followed by a description of what a character does during the activation. For example, a "swift (command)" item requires a swift action to activate and requires the activator to speak a command word. An entry of "—" means the effect is continuous and requires no activation.

New Categories: In *Magic Item Compendium,* items were categorized differently from those in the *Dungeon Master's Guiide,* based on their function or the way they are employed. Items that are worn on the body, including rings, are now classified as clothing. Items that are held or carried, except for those designed for use as weapons, are considered tools.

WEAPONS

Even the most religious cleric or merciful paladin needs to battle evil actively from time to time. The following weapons should aid in such endeavors.

BLADE OF RIGHTEOUS WAR

Price (Item Level): 12,315 gp (13th)
Body Slot: — (held)
Caster Level: 7th
Aura: Moderate (DC 18); evocation
Activation: — or free; see text
Weight: 4 lb.

A blood groove runs down the center of this weapon's blade. Set into the pommel is a blood-red ruby, and within its crimson depths floats a deity's holy symbol.

This *+1 longsword* is favored by paladins and certain clerics. Any time you roll a critical threat with the blade of righteous war, you can sacrifice a turn/rebuke undead attempt as a free action to gain a +4 bonus on the roll made to confirm the critical threat. You must make this decision before making the confirmation roll.

The *blade of righteous war* is part of a set known collectively as the *regalia of righteous war*, which also includes the *helm of righteous war* (page 139) and the *bastion of righteous war* (see above). When you use all three together, you gain an additional benefit as noted in the description of the *bastion of righteous war.*

The holy symbol pictured in the weapon's pommel always matches the deity worshiped by the holder (if any).

Cost to Create: 6,000 gp (plus 315 gp for masterwork longsword), 480 XP, 12 days.

Prerequisites: Craft Magic Arms and Armor, *divine power,* turn or rebuke undead.

BOW OF ELVENKIND

Price (Item Level): 14,700 gp (14th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong (DC 21); divination
Activation: —
Weight: 3 lb.

Gleaming white wood and horn have been lovingly shaped into a massive, recurved longbow. The string shimmers like silver, and the bow hums when drawn, as if the wood had been tuned for musical purposes.

This *+1 composite longbow* (+0 Str bonus) automatically adjusts its pull to match the Strength of any elf who wields it.

In the hands of a cleric of Corellon Larethian, a *bow of elvenkind* gains the seeking weapon property (*DMG* 225), and any critical hit with an arrow fired from the bow renders the target shaken for 5 rounds (a mind-affecting fear effect; Will DC 14 negates).

Furthermore, any elf or cleric of Corellon Larethian who uses the bow with arrows from the *quiver of elvenkind* (page 144) gains the benefit of the Far Shot feat.

Cost to Create: 7,000 gp (plus 700 gp for masterwork composite longbow), 560 XP, 14 days.

Prerequisites: Craft Magic Arms and Armor, *doom, true seeing, doom,* elf.

SPEAR OF THE WILD

Price (Item Level): 24,302 gp (15th)
Body Slot: — (held)
Caster Level: 12th
Aura: Strong (DC 21); transmutation
Activation: —
Weight: 6 lb.

This spear has a head of gleaming iron and a shaft of dark, heavy wood. Ivy vines carved into the shaft provide a textured grip.

In the hands of most wielders, this weapon is a simple *+1 spear that also grants its wielder a +2 competence bonus on* Knowledge (nature) and Survival checks.

If you are a druid, a ranger, or a cleric with the Animal domain, the spear of the wild automatically casts *baleful polymorph* on any creature upon which it scores a critical hit. A successful Fortitude save (DC 15 + your Wis modifier) negates this effect. This effect functions three times per day.

Cost to Create: 12,000 gp (plus 302 gp for masterwork spear), 960 XP, 24 days.

Prerequisites: Craft Magic Arms and Armor, *baleful polymorph,* Knowledge (nature) 10 ranks, Survival 10 ranks.

STAFF OF THE VAGABOND

Price (Item Level): 3,600 gp (8th)
Body Slot: — (held)
Caster Level: 9th
Aura: Moderate (DC 19); conjuration
Activation: —
Weight: 2 lb.

The armor of the beast and the spear of the wild are potent items for those who venerate nature

Illus. by E. Widermann

This battered, weatherbeaten stick looks far too flimsy and brittle to be usable as a quarterstaff—or even as a walking stick.

This masterwork/masterwork quarterstaff becomes a *+1/+1 quarterstaff* as long as you are carrying no other weapons. (Natural weapons or unarmed attacks don't count, but weapons you carry in a *bag of holding* or other container do.)

The *staff of the vagabond* is part of a set known collectively as the *garb of the vagabond*, which also includes the *cloak of the vagabond*, the *robe of the vagabond*, and the *sandals of the vagabond*. When you wield the *staff of the vagabond* while wearing any two of the other items, each end gains the merciful property (*DMG* 225). When you wield it while wearing all three of the other items, each end also gains the *ki* focus property (*DMG* 225)

Cost to Create: 1,500 gp (plus 600 gp for masterwork/masterwork quarterstaff), 120 XP, 3 days.

Prerequisites: Craft Magic Arms and Armor, *cure light wounds*, monk.

CLOTHING

Worn by heroes and villains alike, these items are essential for any who need an extra bit of power.

BOOTS OF THE WANDERER

Price (Item Level): 1,500 gp (5th)
Body Slot: Feet
Caster Level: 3rd
Aura: Faint (DC 16); conjuration
Activation: —
Weight: 1 lb.

These rugged, brown leather boots appear faded as though from years of use. The soles are scuffed but still quite solid.

While wearing *boots of the wanderer*, you automatically succeed on any Constitution checks required for running or making a forced march

If you are a worshiper of Fharlanghn (or any deity that offers access to the Travel domain), you also gain a +5-foot enhancement bonus to your land speed while wearing the boots.

Cost to Create: 750 gp, 60 XP, 2 days.

Prerequisites: Craft Wondrous Item, *lesser restoration*, *longstrider*, worshiper of Fharlanghn.

For a worshiper of Bahamut, a gold cloak of the dragon offers an opportunity to become part dragon himself

Illus. by W. England

BRACERS OF DIVINE LUCK

Price (Item Level): 8,000 gp (11th)
Body Slot: Arms
Caster Level: 9th
Aura: Moderate (DC 19); abjuration
Activation: —
Weight: 2 lb.

These leather bracers are a deep burgundy color. Close examination reveals that the left bracer is stitched in patterns of seven, while the right is stitched in patterns of eleven.

When you cast a divine spell while wearing these bracers, you gain a +1 luck bonus on attack rolls, saving throws, or AC (chosen at the time you cast the spell). This bonus lasts until the start of your next turn.

If you worship Olidammara (or any other deity that offers access to the Luck domain), the bonus instead applies to your attack rolls, saving throws, and Armor Class simultaneously.

Cost to Create: 4,000 gp, 320 XP, 8 days.

Prerequisites: Craft Wondrous Item, worshiper of Olidammara.

CLOAK OF THE DRAGON

Price (Item Level): 6,000 gp (10th)
Body Slot: Shoulders
Caster Level: 10th
Aura: Moderate (DC 20); transmutation
Activation: — and standard
Weight: 1 lb.

This cloak consists of layers of tiny scales affixed to a thin leather backing.

Ten varieties of this item exist, each corresponding in hue to one of the five chromatic or the five metallic dragons. While you wear the cloak, you gain a +1 enhancement bonus to your natural armor bonus.

If you worship Bahamut or Tiamat (or any other draconic deity), you may activate the cloak of the dragon once per day to grow a pair of draconic wings that grants you a fly speed (equal to your land speed) for 10 minutes. While this effect is active, you may use a breath weapon (as if you were a half-dragon matching the hue of your cloak; see *MM* 146) once.

Cost to Create: 3,000 gp, 240 XP, 6 days.

Prerequisites: Craft Wondrous Item, *polymorph*, worshiper of a draconic deity.

CLOAK OF THE VAGABOND

Price (Item Level): 9,000 gp (12th)
Body Slot: Shoulders
Caster Level: 11th
Aura: Moderate (DC 20); abjuration
Activation: —
Weight: 1/2 lb.

This torn and tattered cloak is spattered with mud and looks to have been poorly made. Its original fabric was a particularly nauseating shade of yellow.

While wearing the *cloak of the vagabond*, you gain resistance 5 to cold and fire.

This cloak is part of a set known collectively as the *garb of the vagabond*, which also includes the *robe of the vagabond*, the *sandals of the vagabond*, and the *staff of the vagabond*. When you wear a *cloak of the vagabond* while using any two of the other items, it also grants you resistance 5 to electricity. When you use all four set items together, the staff of the vagabond gains an extra benefit (see page 137).

Cost to Create: 4,500 gp, 360 XP, 9 days.
Prerequisites: Craft Wondrous Item, *resist energy*.

CREST OF VALOR

Price (Item Level): 2,000 gp (6th)
Body Slot: Head
Caster Level: 7th
Aura: Moderate (DC 18); enchantment
Activation: —
Weight: —

Designed to fit atop any helm, this crest is actually a small golden statuette of a griffon. Behind it trails a long, blood-red plume that could well be visible even across a field of battle.

While wearing a *crest of valor*, you gain a +2 morale bonus on melee weapon damage rolls while your current hit point total is equal to or less than one-half of your full normal hit points.

The *crest of valor* is part of a set known collectively as the *raiment of valor*, which also includes the *periapt of valor* (page 140) and the *tabard of valor* (page 142). When wearing all three of these items, all allies within 10 feet of you (including yourself) gain a +4 morale bonus on saves against fear effects.

Cost to Create: 1,000 gp, 80 XP, 2 days.
Prerequisites: Craft Wondrous Item, *prayer, remove fear*.

GAUNTLETS OF WAR

Price (Item Level): 4,000 gp (8th)
Body Slot: Hands
Caster Level: 3rd
Aura: Faint (DC 16); transmutation
Activation: —
Weight: 4 lb.

These simple metal gauntlets are the type that normally comes with a suit of full plate armor, though they are abnormally well polished. Symbols of war are etched deeply across the back of each.

While you wear *gauntlets of war*, you gain a +1 enhancement bonus on melee weapon damage.

If you worship any deity that grants access to the War domain, this bonus increases to +3 with that deity's favored weapon.

Cost to Create: 2,000 gp, 160 XP, 4 days.
Prerequisites: Craft Wondrous Item, bull's strength, access to the War domain.

HELM OF RIGHTEOUS WAR

Price (Item Level): 5,000 gp (9th)
Body Slot: Head
Caster Level: 9th
Aura: Moderate (DC 19); divination
Activation: — and swift; see text
Weight: 3 lb.
This heavy helm covers the entire head and face. When it is worn, the image of a deity's holy symbol forms around the eye-slits.

The *helm of righteous war* grants you a +2 insight bonus on initiative checks and Spot checks.

As a swift action, you can expend one daily turn or rebuke undead attempt; this allows you to know the square in which all enemies within 10 feet are located, though it does not eliminate forms of concealment, such as invisibility. You also become immune to being flanked until the start of your next turn. This ability can be activated five times per day.

The *helm of righteous war* is part of a set known collectively as *regalia of righteous war*, which also includes the *bastion of righteous war* (page 136) and the *blade of righteous war* (page 137). When you use all three together, you gain additional abilities as noted in the description of the *bastion of righteous war*.

The holy symbol pictured on the helm always matches the deity worshiped by the wearer (if any).

Cost to Create: 2,500 gp, 200 XP, 5 days.
Prerequisites: Craft Wondrous Item, *true seeing*, turn or rebuke undead.

LANCER'S SPURS

Price (Item Level): 12,000 gp (13th)
Body Slot: Feet
Caster Level: 7th
Aura: Moderate (DC 18); transmutation
Activation: —
Weight: 1/2 lb.

These silver spurs gleam brightly in the ambient light. The points on the wheels are slightly jagged, like the lightning bolts of Heironeous.

Lancer's spurs always come in pairs, and they do not function if attached to magic footwear, since the two kinds of items occupy the same body slot. While you wear these spurs, any mount you ride gains a +1 enhancement bonus on attack rolls and damage rolls with its natural weapons, giving the mount a magic weapon for the purpose of overcome damage reduction.

If you are a paladin or other character with a special mount, and you ride that mount while wearing *lancer's spurs*, the enhancement bonus increases to +2, and the mount's natural weapons are treated as either good- or evil-aligned

(as appropriate to your own alignment) for the purpose of overcoming damage reduction. If you are neutral, you must choose the alignment of the spurs when you wear them for the first time, and you cannot thereafter change your mind unless your alignment changes in such a way as to render the initial choice unsuitable.

Cost to Create: 6,000 gp, 480 XP, 12 days.

Prerequisites: Craft Wondrous Item, *war-mount**.

MANTLE OF THE BEAST

Price (Item Level): 18,000 gp (14th)
Body Slot: Shoulders
Caster Level: 10th
Aura: Moderate (DC 20); transmutation
Activation: —
Weight: 2 lb.

This heavy cloak is made of a rough, gray fur from some unidentifiable creature.

The *mantle of the beast* allows you to use your wild shape ability as a swift action. While wild shaped, your natural weapons gain a +1 enhancement bonus on attack and damage rolls giving you a magic weapont for the purpose of overcoming damage reduction.

A *mantle of the beast* is part of a set known collectively as the *trappings of the beast*, which also includes the *armor of the beast* (page 135) and the *ring of the beast* (see below). When you wear all three items together, you gain additional abilities, as noted in the description of *armor of the beast*.

Cost to Create: 9,000 gp, 720 XP, 18 days.

Prerequisites: Craft Wondrous Item, greater magic fang, wild shape.

PENDANT OF REDEMPTION

Price (Item Level): 8,000 gp (11th)
Body Slot: Throat
Caster Level: 13th
Aura: Strong (DC 21); divination
Activation: —
Weight: 1 lb.

This silver pendant looks like an ordinary holy symbol of any lawful neutral, lawful good, or neutral good deity.

If you are a worshiper of any lawful neutral, lawful good, or neutral good deity, the *pendant of redemption* refashions itself into the shape of your holy symbol when you don it, and it functions as a divine focus for your spellcasting. You also gain a +5 competence bonus on Diplomacy checks when communicating with any being that can still be redeemed (or is already redeemed) in the eyes of your god. When dealing with a creature that your deity finds unredeemable, the pendant instead grants you a +5 competence bonus on Intimidate checks. You are instinctively aware which skill will work best with a given being.

If you're a paladin, you can use the pendant to lead others toward repentance and forgiveness more effectively, if you so choose. While you wear the *pendant of redemption*, your *detect evil* ability does not reveal a creature's evil aura but instead whether or not a being can be redeemed, and what a redeemable being must do to achieve full redemption in the eyes of your deity. Some beings might require multiple redemptive acts to make up for their past transgressions, but you know only the most pressing requirement at any given moment.

In addition, the competence bonus on Diplomacy checks that the pendant normally grants rises to +10 while you are actively working to convince a creature to embark upon the redemptive action you have divined. If it completes such an act, you can then detect again to see whether any more penance is required.

Though the insights you receive do not specifically tell you the details of the subject's original transgression, you can often infer a great deal from the information you gain. For example, if you know that to atone for his sins, a certain person must "give the crown jewels back to the king," you can be reasonably certain that his transgression involved the theft of the crown jewels. Even with less specific information, such as, "take up a nonviolent profession," you can guess that the person's profession involved violence.

Cost to Create: 4,000 gp, 320 XP, 8 days.

Prerequisites: Craft Wondrous Item, *divination*, *legend lore*, Diplomacy 10 ranks, Intimidate 5 ranks.

PERIAPT OF VALOR

Price (Item Level): 4,000 gp (8th)
Body Slot: Throat
Caster Level: 7th
Aura: Moderate (DC 18); enchantment
Activation: —
Weight: —

Hanging on a thin mithral chain is a tiny charm, on which is carved an odd combination of the holy symbols of Heironeous and Kord.

While wearing a *periapt of valor*, you gain a +2 morale bonus on AC and saving throws while your current hit point total is equal to or less than one-half of your full normal hit points.

The *periapt of valor* is part of a set known collectively as the *raiment of valor*. When you wear it along with a *crest of*

REDEMPTION

In general, evil beings with "always" in their alignment descriptions cannot be redeemed, but any other—however unlikely the prospect—can be. Exceptions to this rule might exist in a given campaign or setting, and at the DM's discretion. The process of redemption requires that the being make full recompense or atonement for each evil act, shift its alignment to within one step of your deity's, and convert to the worship of your god.

valor (page 139) and a *tabard of valor* (page 142), you gain additional abilities as given in the description of the *crest of valor*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

Prerequisites: Craft Wondrous Item, *good hope* or *prayer*, *lesser restoration*.

RING OF THE BEAST

Price (Item Level): 8,000 gp (11th)
Body Slot: Rings
Caster Level: 10th
Aura: Moderate (DC 20); conjuration
Activation: —
Weight: —

This tiny ring is carved of smooth wood, and engravings of ivy run along its length.

Whenever you cast a *summon nature's ally* spell (whether normally or spontaneously), you can treat it as though it were one level higher than it is. For instance, if you cast summon nature's ally III (or sacrifice a 3rd-level druid spell to spontaneously cast it), you can treat it as if you had cast *summon nature's ally* IV instead. However, you cannot use a *ring of the beast* to cast a *summon nature's ally* spell of a level higher than you can normally cast (in the class that allows you to cast the summon nature's ally spell). This ring continues to function even while you are using wild shape.

The *ring of the beast* is part of a set collectively known as the *trappings of the beast*. When you wear it along with *armor of the beast* (page 135) and a *mantle of the beast* (see above), you gain additional abilities, as noted in the *armor of the beast* description.

Cost to Create: 4,000 gp, 320 XP, 8 days.

Prerequisites: Forge Ring, Heighten Spell, *summon nature's ally I*, wild shape.

ROBE OF THE VAGABOND

Price (Item Level): 6,000 gp (10th)
Body Slot: Torso
Caster Level: 18th
Aura: Strong (DC 24); evocation
Activation: —
Weight: 1 lb.

This badly stained robe looks as if it was deliberately cut to be unflattering on anyone. The fabric seems to be of poor quality and is dyed a questionable shade of brown-tinged green.

While wearing the *robe of the vagabond*, you gain a +1 luck bonus to Armor Class and on all saving throws.

This robe is part of a set known collectively as the *garb of the vagabond*, which also includes the *cloak of the vagabond*, the *sandals of the vagabond*, and the *staff of the vagabond*. *Using three or more of these items together grants extra benefits, as described in the entries for the cloak of the vagabond and the staff of the vagabond.*

Cost to Create: 3,000 gp, 240 XP, 6 days.

Prerequisites: Craft Wondrous Item, *miracle*.

Clad in the raiment of valor, Mikolai Laziros of the Disciples of Legend leads his allies to victory

Illus. by S. Belledin

SANDALS OF THE VAGABOND

Price (Item Level): 4,000 gp (8th)
Body Slot: Feet
Caster Level: 11th
Aura: Moderate (DC 20); conjuration
Activation: —
Weight: 1/2 lb.

The soles of these of dust-covered sandals are worn nearly paper-thin in spots, and the cracking leather straps seem likely to crumble to dust at any moment.

While wearing *sandals of the vagabond*, you gain a +2 luck bonus on initiative checks and immunity to exhaustion. You can still become fatigued normally, but any spell or effect that would cause you to become exhausted instead makes you merely fatigued. If you're already fatigued, any effect that would cause you to become exhausted merely extends your fatigue for the number of rounds the exhaustion would have applied.

These sandals are part of a set known collectively as the *garb of the vagabond*, which also includes the *cloak of the vagabond*, the *robe of the vagabond*, and the *staff of the vagabond*. Using three or more of these items together grants extra benefits, as described in the entries for *cloak of the vagabond* and *staff of the vagabond*.

Cost to Create: 2,000 gp, 160 XP, 4 days.

Prerequisites: Craft Wondrous Item, *restoration*.

Illus. by W. England

The garb of the vagabond: staff, cloak, robe, and sandals

TABARD OF VALOR

Price (Item Level): 16,000 gp (14th)
Body Slot: Torso
Caster Level: 7th
Aura: Moderate (DC 18); enchantment
Activation: —
Weight: 3 lb.

Emblazoned in blood-red hues across the chest of this gleaming white tabard is the lightning bolt symbol of Heironeous.

Whenever your current hit point total is equal to or less than one-half of your full normal hit points, you gain the mettle ability: If you are affected by a spell that would normally have a reduced effect on a successful Fortitude or Will saving throw, it instead has no effect at all upon you if you save successfully. If you already have mettle from a class feature or some other source, you instead gain improved mettle, which halves the harmful effects of a spell on a failed Fortitude or Will save while still protecting you entirely on a successful save.

The *tabard of valor* is part of a set known collectively as the *raiment of valor*, which also includes the *crest of valor* (page 139) and the *periapt of valor* (page 140). When you use a tabard with both of the other items, you gain additional abilities, as noted in the description of the *crest of valor*.

Cost to Create: 8,000 gp, 640 XP, 16 days.

Prerequisites: Craft Wondrous Item, *good hope* or *prayer*.

TOOLS

These items make useful additions to a character's collection of implements.

ASPERGILLUM OF PERPETUAL BENEDICTION

Price (Item Level): 1,500 gp (5th)
Body Slot: — (held)
Caster Level: 3rd
Aura: Faint (DC 16); transmutation
Activation: Standard (manipulation)
Weight: 1 lb.

This small silver shaft has a hollow ball at one end. Tiny holes in the ball allow holy water to emerge from the font within.

You can use this vessel to dispense small amounts of holy water. The reservoir holds a pint of holy water, even though it does not appear large enough to contain such a quantity. Every dawn, an *aspergillum of perpetual benediction* refills itself, ensuring you a nearly endless supply of holy water. Holy water dispensed from this item loses its blessing after 24 hours.

Chaotic, evil, and lawful versions of the *aspergillum* exist as well, though they are far less common.

Cost to Create: 750 gp, 60 XP, 2 days.

Prerequisites: Craft Wondrous Item, *bless water*.

BOOK OF ALL KNOWLEDGE

Price (Item Level): 3,000 gp (7th)
Body Slot: — (held)
Caster Level: 5th
Aura: Faint (DC 17); divination
Activation: See text
Weight: 8 lb.

The pages of this enormous tome are rough-edged and yellowed. Embossed on the worn, blue leather cover is the holy symbol of Boccob.

A *book of all knowledge* is said to contain all the secrets of the world, but few mortals are capable of accessing all that information. Its pages are apparently infinite; no matter how many you turn, more still remain unturned. Once per day, you can attempt a single Knowledge check (as if you were trained) with a +10 insight bonus after perusing the book for 2d4 hours.

If you're a worshiper of Boccob (or any deity that offers access to the Knowledge domain), the time required is only 1d4 hours.

Cost to Create: 1,500 gp, 120 XP, 3 days.

Prerequisites: Craft Wondrous Item, *lore of the gods**, worshiper of Boccob.

DOMAIN STAFF OF DEATH

Price (Item Level): 36,000 gp (17th)
Body Slot: — (held)
Caster Level: 17th
Aura: Strong (DC 23); necromancy
Activation: As spell used
Weight: 5 lb.

This polished bone staff bears symbols at its head that represent the Death domain.

A *domain staff of death* allows you to cast any of the following spells (each once per day) by expending a prepared divine spell or divine spell slot of the same level or higher.

- *cause fear* (1st)
- *death knell* (2nd)
- *animate dead* (3rd)
- *death ward* (4th)
- *slay living* (5th)
- *create undead* (6th)
- *destruction* (7th)
- *create greater undead* (8th)
- *wail of the banshee* (9th)

Cost to Create: 18,000 gp, 1,440 XP, 36 days.

Prerequisites: Craft Staff, *animate dead, cause fear, create greater undead, create undead, death knell, death ward, destruction, slay living, wail of the banshee.*

DOMAIN STAFF OF NOBILITY

Price (Item Level): 36,000 gp (17th)
Body Slot: — (held)
Caster Level: 17th
Aura: Strong (DC 23); conjuration
Activation: As spell used
Weight: 5 lb.

This polished bone staff bears symbols at its head that represent the Nobility domain.

A *domain staff of nobility* allows you to cast any of the following spells (each once per day) by expending a prepared divine spell or divine spell slot of the same level or higher.

- *divine favor* (1st)
- *enthrall* (2nd)

DOMAIN STAFFS

A domain staff allows its wielder to use his own divine energy to generate magical effects. Each domain staff holds the nine spells associated with a particular cleric domain. By expending a prepared divine spell or divine spell slot, the wielder can "cast" a spell of the same level or lower from the runestaff's list, as long as that spell also appears on the wielder's divine class spell list (including his domain lists, if any). Treat the domain spell as a spell of its level in the domain, even if it appears on your spell list at a different level. The spell is treated exactly as if the wielder cast the spell himself, including caster level, save DC, and any other effects related to the spell. Each spell can be cast from a domain staff once per day.

In order to use a domain staff, you must attune yourself to it as part of your preparation or readying of divine spells. You can't attune yourself to more than one domain staff at a time; attuning yourself to a second domain staff breaks your previous attunement.

Activating a domain staff (that is, casting a spell from it) is almost exactly like casting the spell yourself, including casting time and even provoking attacks of opportunity. You must supply any components or costs normally required by the spell cast from the domain staff, just as if you had cast it yourself.

- If the spell has a verbal component, activating the domain staff requires you to perform that verbal component (and thus the spell can't be cast if you're incapable of speaking).
- If the spell has a somatic component, you don't need to have an extra hand free; simply manipulating the staff can meet the requirement.
- If the spell has a material component or focus, you must supply it as part of the casting. For example, if a domain staff held *stoneskin*, you'd have to supply 250 gp of diamond dust each time you cast that spell from the domain staff.
- If a spell has an XP component, you must pay that each time you use the domain staff to cast that spell.
- If the spell has any other prerequisite that would normally prevent you from casting it (such as an alignment or racial restriction), you must meet the prerequisite in order to cast the spell from the domain staff.

You can apply the effect of metamagic feats that you know to spells from a domain staff, but you must expend a spell whose level equals or exceeds the adjusted level of the affected spell.

A small selection of domain staffs is presented here, and any other domain staff can easily be created. All domain staffs have the same price, item level, body slot, caster level, aura strength, activation, weight, and cost to create. The prerequisites include Craft Staff and access to all spells of the selected domain.

- *magic vestment* (3rd)
- *discern lies* (4th)
- *command, greater* (5th)
- *geas/quest* (6th)
- *repulsion* (7th)
- *demand* (8th)
- *storm of vengeance* (9th)

Cost to Create: 18,000 gp, 1,440 XP, 36 days.
Prerequisites: Craft Staff, *demand, discern lies, divine favor, enthrall, geas/quest, greater command, magic vestment, repulsion, storm of vengeance.*

DOMAIN STAFF OF HEALING

Price (Item Level): 36,000 gp (17th)
Body Slot: — (held)
Caster Level: 17th
Aura: Strong (DC 23); conjuration
Activation: As spell used
Weight: 5 lb.

This pale staff of ashwood bears symbols at its head that represent the Healing domain.

A *domain staff of healing* allows you to cast any of the following spells (each once per day) by expending a prepared divine spell or divine spell slot of the same level or higher.

- *cure light wounds* (1st)
- *cure moderate wounds* (2nd)
- *cure serious wounds* (3rd)
- *cure critical wounds* (4th)
- *cure light wounds, mass* (5th)
- *heal* (6th)
- *regenerate* (7th)
- *cure critical wounds, mass* (8th)
- *heal, mass* (9th)

Cost to Create: 18,000 gp, 1,440 XP, 36 days.
Prerequisites: Craft Staff, *cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, heal, mass cure critical wounds, mass cure light wounds, mass heal, regenerate.*

DOMAIN STAFF OF WAR

Price (Item Level): 36,000 gp (17th)
Body Slot: — (held)
Caster Level: 17th
Aura: Strong (DC 23); enchantment
Activation: As spell used
Weight: 5 lb.

This fire-hardened staff of oak bears symbols at its head that represent the War domain.

A *domain staff of war* allows you to cast any of the following spells (each once per day) by expending a prepared divine spell or divine spell slot of the same level or higher.

- *magic weapon* (1st)
- *spiritual weapon* (2nd)
- *magic vestment* (3rd)
- *divine power* (4th)
- *flame strike* (5th)
- *blade barrier* (6th)
- *power word blind* (7th)
- *power word stun* (8th)
- *power word kill* (9th)

Cost to Create: 18,000 gp, 1,440 XP, 36 days.
Prerequisites: Craft Staff, *blade barrier, divine power, flame strike, magic weapon, magic vestment, power word blind, power word kill, power word stun, spiritual weapon.*

ICONIC GUARDIAN

Price (Item Level): 3,300 gp (8th)
Body Slot: — (held)
Caster Level: 11th
Aura: Moderate (DC 20); evocation
Activation: Standard (thrown)
Weight: —

This simple, 2-inch-tall, marble icon resembles a noble knight in full plate.

When you throw an *iconic guardian* to the ground beside you, it transforms into a *spiritual guardian*, as the spell. Once the duration of that effect ends, the icon crumbles to dust.
Cost to Create: 1,650 gp, 132 XP, 4 days.
Prerequisites: Craft Wondrous Item, *spiritual guardian**.

QUIVER OF ELVENKIND

Price (Item Level): 8,000 gp (11th)
Body Slot: —
Caster Level: 12th
Aura: Strong (DC 21); necromancy
Activation: —
Weight: 7 lb.

Made of soft brown leather, this quiver has been expertly stitched with golden strands. A tiny image of an eye is etched into its strap.

A *quiver of elvenkind* holds up to 50 arrows. Any nonmagical arrow drawn forth from the quiver functions as a *+1 arrow* (as long as it has been held in the quiver for at least the previous hour). This magic fades after 1 round.

If you are an elf or a worshiper of Corellon Larethian, however, any nonmagical arrow drawn from the quiver functions instead as a *+1 orc bane arrow*, and on a critical hit permanently blinds any living target (Fortitude DC 14 negates).

If you are an elf using this quiver in conjunction with a *bow of elvenkind* (page 137), you gain additional benefits as noted in the description of that item.

Cost to Create: 4,000 gp, 320 XP, 8 days.
Prerequisites: Craft Magic Arms and Armor, Craft Wondrous Item, *blindness*, elf.

Illus. by D. Griffith

Great quests are a D&D hero's bread and butter. A quest might start in the middle of the action, with villains leaping out to attack the PCs, who then chase them across the land. Or it could begin in the back of a tavern, with an offer whispered across a half-drained flagon of ale. Some missions are altruistic in nature—save the kingdom, slay the evil overlord, rescue the princess. Others turn the battle against evil into a profitable venture—slay the dragon and take its hoard, or explore the ruins of ancient dwarf cities for fun and profit. But the holy mission—the quest for the divine—is the one that really makes a hero feel like a hero. Even PCs who don't cleave to a particular religion recognize the difference between a holy mission and a typical kick-in-the-door treasure hunt.

The holy quest has long been a staple of fantasy storytelling. The "mission from god," as it is often jokingly called, is very real to characters in the D&D world. Church elders and otherworldly messengers frequently make adventurers the agents of their work, and even deities sometimes reach down and touch mortal heroes, assigning them quests with a holy purpose.

Because the D&D game offers such a wide variety of deities, not every holy mission is the same. Each has its own components and requirements, based on the nature of the deity or religion assigning the quest. A *geas* laid upon heroes of Pelor or Heironeous probably looks a lot like a holy mission from classic literature, but Olidammara and Wee Jas almost certainly have other criteria in mind when they tap their heroes for quests.

This chapter begins by detailing the components of a holy quest and discusses how you can create adventures that are more than quick battles against monsters to gain treasure. Indeed, using the guidelines presented here, you should be able to turn almost any standard "kill the monster" adventure into a divine quest.

CREATING DIVINE CRITERIA

Each deity has different interests and a different "purpose" in the cosmos. Even if you aren't using the D&D core pantheon, you can use this section to determine which elements of a quest are most important to the deity you have in mind, and which might help turn an adventure into a holy quest.

The easiest way to begin is to look at your deity's portfolio, domains, and alignment. Then examine each nonalignment domain in Table 5–1 (on the following page) for some adventure elements that might help you create a holy quest.

NONALIGNMENT ELEMENTS

Each nonalignment domain in Table 5–1 suggests elements you can create or identify in adventures to turn those missions into holy quests. Since each domain reflects a different area of interest for a deity, each provides an isolated element for use.

When creating a new quest for your characters, offer one or two opportunities for them to display characteristics that are important to the deity during their mission. You can use the nonalignment domains to suggest methods of achieving their goals, but the PCs should feel free to decide how to accomplish these quests based on their own interpretation of their deities' will. It's up to you as DM to determine how well, or how poorly, the PCs accomplish their mission in terms of pleasing the sponsor deity.

ALIGNMENT ELEMENTS

Alignment domains help define the nature of the quest. Indeed, without an alignment element, it might be difficult to tell which side of a given conflict the deity—and the characters—should be on. Alignment elements can be tricky, though, since not all worshipers of a given deity have the same alignment. In fact, a PC might occasionally find himself forced to choose between his alignment principles and his deity in a holy mission. Such a choice can make the quest even more interesting for everyone involved.

Deities seldom assign holy quests that deviate in any way from their own alignment. However, alignment might be more or less important to the deity in question, based on the nature of the quest.

Table 5–1: Nonalignment Domains and Adventures

Nonalignment Domain	Adventure Theme	Common Components
Air	Extraplanar, flight	Avians, elementals, heights
Animal	Nature, wild	Animals, magical beasts, wilderness
Death	Apocalypse, the past	Death magic, tombs, undead
Destruction	Disaster, ruin	Area spells, giants, population centers
Earth	Extraplanar, land-based	Burrowers, elementals, Underdark locales
Fire	Extraplanar, disrupting	Elementals, evocation magic, volcanoes
Healing	Rejuvenation, the future	Communities, healing spells, humanoids
Knowledge	History, investigation	Divination, intelligent creatures, libraries
Luck	Coincidence, nonlinear discoveries	Changing settings, elaborate puzzles, fey
Magic	Discovery, magic	Arcane/divine, magical foci, spell-casting creatures
Plant	Growth/regrowth, nature	Forests, plant creatures
Protection	Defense, innocents, allies	Abjuration, citadels, invading creatures
Strength	Might makes right, tests	Dragons, fortresses, giants
Sun	Nature, revelation	Extraplanar, revealing of secrets
Travel	Travel routes, voyages	Ambushes, new lands, wandering monsters
Trickery	Cunning, deceits	Clever traps, fey, puzzles
War	Battle, conflict	Humanoids, organized resistance, set battlefields
Water	Extraplanar, undersea	Elementals, water creatures, waterways

SAMPLE HOLY QUESTS

Though almost any adventure can be considered a holy mission if its goals align with the interests of a church or deity, a true holy quest should have a much stronger and more central religious connection. Such quests can be broad and world-shaking, with enough scope to drive an entire campaign, or they might be relatively unimportant except for ceremonial purposes. They might be specific to a particular deity, or they might attract the attention of multiple divinities. For all their differences, however, all holy quests can bring champions the favor—or the eternal ire—of their deities and their churches.

The following sample quests demonstrate the breadth and diversity possible in the design of holy quests.

THE ELEMENTAL WELLSPRINGS

Scattered throughout the world, hidden from all but the greatest magic and the most learned sages, stand nexuses of elemental power. Each such place is devoted to one of the four elements (air, earth, fire, or water) and provides a conduit from its associated elemental plane to the Material Plane. These sites are the linchpins that hold the Material Plane in the center of the Inner Planes and allow all four elements to hold equal sway.

For several years, kingdoms and communities at the edges of the world's great deserts have noticed a slow but steady influx of refugees from the wastes. These stragglers report that crop failures have become commonplace in the border communities, and their few fertile fields have dried up and been swept under by the encroaching sands. The edges of the desert are creeping forward at impossible speed, sometimes moving visibly between one night and the next. The conclusion is clear—the balance of elemental power in the world has shifted precariously to favor fire.

Led by fiends and creatures of elemental fire loyal to the Elemental Prince Imix, an army of monsters has located no fewer than half a dozen elemental wellsprings of water. Through a foul rite involving the fiery sacrifice of sentient beings and creatures of water, three of those wells have been corrupted, and their conduits have been broken and reshaped to draw upon the Elemental Plane of Fire. Even now, the forces of Imix are marching on the remaining three wells. If they are not stopped and the corrupted wells restored, the world will grow ever hotter, and its creatures ever more subservient to fire.

Druids and clerics of Obad-Hai and Ehlonna are fully aware of the danger. They seek champions—preferably of their own churches, but any willing characters will do—to seek out the six wells, protect the remaining three, and find some way of restoring the others.

Deities and Domains

This holy quest is of world-altering import. Most deities—even evil ones—would prefer that the realm of mortals not be destroyed by famine, drought, heat, and flame. Followers of the nature gods are especially determined to see the natural order set right, but any deity wishing to preserve its mortal following has a stake in the outcome. The deities most likely to send their own champions into the fray are those whose areas of interest include the Animal, Fire, Healing, Plant, Protection, and Water domains.

Animal: The animals of the world suffer as much as humanoids when the deserts expand and the fertile lands fade—perhaps even more, since they lack access to technological and magical means of survival. Not only should adherents of the Animal domain seek to protect these creatures, but they can also make use of their connection with the beasts to help locate the enemy and the elemental wellsprings. From the animals, they can find out where the land first began to die, and what areas the animals avoid for fear of the alien and deadly creatures that now dwell there. Those who commune with animals also have spies and scouts who can lead them where they must go.

Fire: One might expect followers of fire to support the spread of their element, and indeed some do. But others know from holy writ or personal experience that fire out of control is to be feared rather than revered. Thus, they strive as hard as any to see the world put to rights, so that the power of the flame can once again be brought under their deities' influence. Clerics of fire can force the obedience of elementals, which might prove instrumental in the acquisition of information.

If they are not stopped, the beasts of fire will continue to corrupt the elemental wellspring of water with foul sacrifices

Healing: The people who have suffered, and the land itself, must be healed. Beasts of fire and fiends of the Lower Planes are anathema to life, so those who revere healing must stop them. Deities that offer the Healing domain do not consider it sufficient that their champions simply halt the destruction; they must find a way to undo it.

Plant: Plants as well as animals die when the desert spreads. Deities of plants and woodlands know that the encroachment of fire endangers not only the plants themselves, but ultimately every creature in the world that relies on any sort of food. Those who revere plants are willing to sacrifice animals or even people, if they must, if doing so could save this most basic building block of life and the environment.

Protection: Followers of protective deities care less about the specifics of what is happening and more about the end result—people are suffering and dying. The threatened individuals and communities must be guarded at all costs. (This attitude does not extend to anyone who might be aiding the fiends and fire elementals in their activities.)

Water: Perhaps the most devoted and militant of all who strive against the spreading deserts are the followers of the water deities. They see a danger not only to the world, but also to the gods themselves, if this primary element of their divine portfolios weakens and fades from the world. For these champions, saving lives and communities is of secondary importance to restoring the elemental wellsprings and returning the four elements to a state of balance. Some zealous followers might seek retribution in the process, hoping to raise the element of water to prominence over the others.

Suggested Rewards

For most characters, saving the world and gaining treasure from the potent enemies they face constitute sufficient reward. However, Obad-Hai, Ehlonna, and Yondalla have a direct stake in the completion of this mission. All three gods are grateful to have such devoted and potent servants on the Material Plane and are willing to take steps to keep them there. Any characters serving one of those deities who is slain in the course of a subsequent adventure is immediately subject to a *reincarnate* spell (PH 270), without the standard level loss or expensive material component. Each character can benefit from this blessing only once.

THE PANTHEISTIC TOURNAMENT

Once per generation, a continentwide gathering occurs of the greatest athletes alive. Officially, this event is a sequence of sporting and athletic contests intended to honor the gods by showing them the greatest specimens the mortal races have to offer. Informally, it is a chance for nations to settle minor differences without resorting to war, for various sects and factions to make the public aware of their existence, for churches

Illus. by E. Deschamps

to convert others to their causes through shows of extreme ability, and for those who would gain immortality through fame and glory to pit themselves against the best of the best. Called the Pantheistic Tournament in honor of the pantheon to which it is dedicated, the event is a series of competitions and contests designed to test every skill imaginable. Featured events include team sports, gladiatorial sparring, obstacle courses, unarmed fights against predators (or monsters), feats of strength, footraces, scavenger hunts, magical duels, and predesigned catacombs in which "professional" delvers can seek specific goals while defeating the various mechanical, monstrous, and puzzling obstacles within. Clerics are on hand to deliver healing at all times, and none of the contests deliberately ends in death, but injuries and fatalities are common. Indeed, those who triumph in their chosen arenas are truly champions in the eyes of the world.

The upcoming Pantheistic Tournament has caught the attention of the Church of Kord. That anyone other than a follower of the Brawler might prove the greatest athlete in all the world is simply unacceptable. Thus, Kord has sent omens and dreams to his priests with an unmistakable message: Find champions among the faithful to participate in the games, and make sure to find those who can win!

Domains

The requirements of this mission are simple enough for Kord's chosen followers—they must enter and win those events for which they are best suited. Doing so requires that they succeed not only in the main events, but also in the many tryouts, tests, and eliminations beforehand.

Chaos: Physical competition, even when bound by rules, is a disordered state of affairs. Kord's champions must think on their feet, avoid becoming so mentally bound to one strategy that they cannot adapt, and take advantage of any weakness their rivals display.

Good: Flexibility of thought does not equate to flexibility of morality. Taking advantage of a rival's weakness is acceptable, but cheating is utterly anathema to the Brawler. His chosen champions must seek victory by every legitimate means.

Luck: All games, no matter how difficult or how specific, contain an element of chance. While those who rely on luck at the expense of skill have little chance of victory, luck is often enough to push one skilled competitor to victory over another. Kord's followers see no shame in taking advantage of a lucky break, and a victory won through chance is no less satisfying, as long as the competitor truly tried his hardest and did not rely entirely on luck.

Strength: Arguably Kord's primary domain, Strength is a must for any of his followers in the Pantheistic Tournament. Strategy and tactics are all well and good, but at the end of the day, Kord wants champions who have proven their physical superiority over the opposition.

Suggested Rewards

Should the champions of Kord prove victorious, each gains the same benefit as if he had successfully activated a *coliseum of Kord* (page 153). This benefit lasts for 1 month, and the champions also receive dreams hinting at where they might find a true coliseum capable of granting the benefit for a longer time.

THE GHOSTLY LAIR

The Church of Pelor is in an uproar. Months ago, a caravan of holy pilgrims bound for the *Temple of the First Dawn* (page 157) disappeared from a major highway. Tracks reveal that the caravan simply departed from the road for no apparent reason and wandered into the wilderness. No bodies or remains have been located.

To make matters worse, the church from which the pilgrimage departed has recently been robbed. Witnesses report a ghostly procession of gray-robed travelers approaching and departing from the church, yet no signs of forced entry were found. Several holy icons and relics have vanished from the church, including a *book of exalted deeds* and a solid gold sun disk of Pelor (page 134) that is worth four times the standard value. As with the pilgrims, no trace of the missing relics has been found. The high priests of Pelor have sent word throughout the faithful, seeking champions to retrieve the relics and to locate and rescue the missing pilgrims.

In fact, however, it is too late for those poor worshipers. They had the misfortune to travel a length of road that has been quietly haunted for generations. Perhaps a century ago, a much smaller band of travelers, also dedicated to Pelor, was set upon and consumed by ravening ghouls. The ghosts of several of those pilgrims remained near that spot, bound to the material world by pain and rage.

When these ghosts spotted Pelor's pilgrims passing through their domain, they decided to take revenge. Using their spells and other abilities, they lured the pilgrims off the road and slew them, then reanimated them as mindless undead. The ghosts then led the pilgrims back to the church. Using the dead travelers to distract witnesses, the spirits entered the church, manifested, and telekinetically stole the items.

Now the ghosts wait in a nearby complex of caves with their newly animated zombie minions. They make no effort to hide the tracks of the zombies, because they want Pelor's champions to come hunting. The ghosts and the zombies have, with a few exceptions, no set locations within the caves. They attack in the areas, and numbers, they think most tactically sound. Their precise numbers are left to the DM, in order to best challenge his particular party.

Domains

Although Pelor's church and faithful are the victims here, his champions are best suited to thwarting this evil.

Good: Evil spirits must be destroyed, undead laid to rest, stolen goods retrieved, and innocents safeguarded.

Healing: It is too late to heal the pilgrims. The PCs can, however, offer some comfort to the locals by returning the remains of the pilgrims to their homes and laying them to rest.

Strength: With undead, even those who might once have counted themselves among Pelor's faithful, no compromise is possible. Either the ghosts or the champions must be overcome and destroyed.

Sun: The characters must uncover a number of related secrets to learn who is responsible for these events, and to retrieve the stolen relics. Simply accomplishing one goal or the other is not sufficient; every shadowy secret must be illuminated by the light of truth, and the undead must be neutralized.

Keyed Locations

1. Cave Entrance
2. Darkmantle Cave
3. Ledge
4. Zombie Chamber
5. Treasure Cache
6. Sloping Passage

Suggested Rewards

No divine or supernatural reward results from success on this mission, but the local clerics of Pelor are positively inclined toward the heroes from this point forward. The champions can rely on healing, low-level spells, and the occasional minor magic item in support of future endeavors. If the PCs also return the icons, they might gain some magical or monetary rewards as well.

ANCIENT TEMPLE

In a distant land, far from the reaches of modern civilization, the earth cracked. Gaping chasms opened into nigh-limitless depths, and entire mountainsides plunged into the breach. When the first explorers tentatively set foot into the region, they found an ancient step pyramid that had been unearthed from its burial within a mountainside. What few carvings had not been eroded away suggested that the ziggurat must have been a place of religious significance to a race that was clearly inhuman.

Who knows what ancient lore awaits in the bowels of this long-buried temple?

Illus. by E. Deschamps

In the days that followed, priests and followers of Boccob, Vecna, Wee Jas, and other deities of both magic and knowledge began receiving the same unmistakable messages. Omens and *commune* spells all implied that this newly discovered ruin was a site of major importance to the faith.

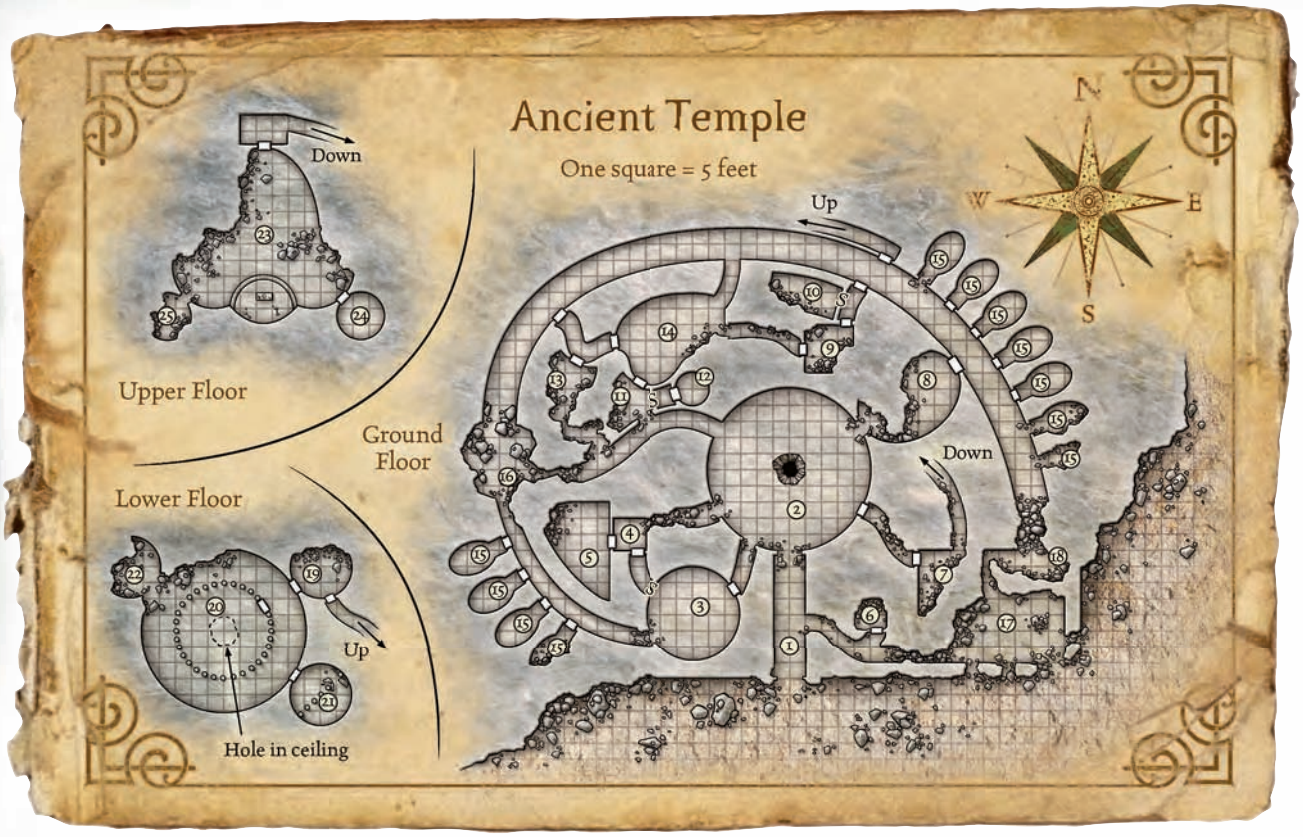
Hidden in the depths of the ziggurat are ancient mystic texts so potent—so revolutionary—that they could well change the mortal races' understanding of magic. Every priesthood with an interest in magic and secrets has dispatched champions on a holy quest to locate and return with these ancient texts.

Deities and Domains

While the aforementioned deities have the most intense interest in this quest, any god who offers the domains of Death, Earth, Knowledge, Magic, or Trickery might dispatch followers.

Death: Though the Death domain focuses largely on the literal cessation of life, it also encompasses lost elements of the past. Why was this temple abandoned in the first place, and why were the secrets contained within it so thoroughly forgotten? Explorers focused on the Death domain seek to understand the death of ideas and cultures, as well as individuals.

Earth: While the secrets unveiled have little to do with the element of earth directly, it was the ground itself that vomited them up. Can this be coincidence, or was some power of the stone or the mountains responsible for the quake? If so, surely it must have chosen this time to reveal its long-concealed trove for some reason.



Knowledge: The opportunities for discovering new lore are uncountable. Aside from the ancient texts, the temple could reveal secrets of the past, of ancient culture and religious practices. All else—including the repercussions of this forgotten magic—is secondary to the acquisition of this knowledge.

Magic: This ancient form of magic that has lain undiscovered for so long must be brought before the priesthood for study and evaluation. The champions of magic care little for other knowledge in this instance—their overriding objective is to acquire the texts before anyone else can do so.

Trickery: The followers of Death and Knowledge seek to learn how such powerful secrets were lost, but the champion of a deity offering the Trickery domain wants to know how they remained hidden.

Keyed Locations

1. Entry Corridor
2. Audience Chamber
3. Meditation Chamber
4. Head Cleric's Anteroom
5. Head Cleric's Quarters
6. Storage
7. Access to Lower Floor
8. Corpse Preparation
9. Library
10. Secret Library
11. Laboratory, East Half
12. Potion Storage
13. Laboratory, West Half
14. Acolytes' Quarters
15. Sepulcher Niches
16. Obstructed Passageway
17–18. Clerics' Quarters
19. Summoning Antechamber
20. Summoning Chamber
21-22. Holding Pens
23. Balcony and Altar
24–25. Private Chambers

Suggested Rewards

Possession of a previously unknown form of magic could well be considered recompense enough for an adventuring party. However, adventurers loyal to a deity of magic who successfully complete this quest also gain a boon from their deity and church. Each party member acquires one bonus domain feat chosen from those corresponding to his deity's domains for 1 month. Furthermore, the PCs can purchase spells or spellcasting from the deity's faithful for one-half the normal cost for 3 months.

HOLY SITES

Churches, temples, and places of worship exist everywhere—even the smallest town usually has a cleric or an adept channeling small amounts of divine magic to the populace. The deities' influence on the D&D world is obvious; it isn't necessary to contain it or segregate it. In fact, it isn't possible.

In the D&D world, deities have walked the earth. Some still do. They touch the world and change it—sometimes for the better, sometimes for the worse.

Dungeon Master's Guide II introduces a new system for using magical locations as treasure. Both heroes and villains

can travel to these locales, perform certain rituals, and gain benefits. The basics of this system are presented again here, along with several holy sites: locations where the deities of the D&D universe convey benefits to those who please them—for a price.

HOLY LOCATION DESCRIPTIONS

Each holy site described below is presented in the following format. For more information on magical locations in general, see *Dungeon Master's Guide II*.

Name of the Holy Site

The entry begins with a description of the site in plain language.

Lore: This portion of the description provides any information available to characters about the location, along with the relevant Knowledge DCs necessary to acquire it. Bardic knowledge checks can be substituted for any of these checks at the same DCs.

Description: The first paragraph offers a physical description of the site. The second paragraph, if present, includes more details about the place (including sounds, smells, and tactile sensations) and details of how its magical effect or special ability looks while it's in effect.

Prerequisite: The prerequisites needed to gain the holy site's special ability are detailed here. In addition to meeting those prerequisites, a character must visit the location physically to have any chance of acquiring the special ability.

Location Activation: These paragraphs describe the rules for acquiring and using the special ability that the site bestows. Any command words or activities needed to activate the site's power are also noted.

Recharge: This entry describes the special ability conferred and gives the rules for using it.

Duration: This section gives the ability's duration or number of uses.

Aura: This line describes the type of magical (and possibly alignment) aura that surrounds the location.

Ability Value: This entry is the gp value of the conferred ability. Although these abilities can never be bought or sold, their gp values are provided so that you can track treasure values. You can then substitute these abilities for treasure value on a one-for-one basis, and also track them as part of overall character wealth by adding their values to the value of the character's equipment.

Adaptation: This entry discusses, briefly, how you might adapt a particular holy site to a different deity by calling out the important thematic elements. Any holy site can be adapted to deities outside the core pantheon with only minor effort.

ATHENAEUM OF BOCCOB

The worshipers of Boccob the Uncaring understand that their deity requires them to help themselves more and rely upon his gifts less than the followers of other deities. Still, some holy sites reflect the divinity of Boccob, and an *athenaeum of Boccob* is just the sort of gift that the Lord of All Magics might provide for his followers.

When a character open to the all-encompassing power of magic visits an *athenaeum of Boccob*, his own mystical energies are rejuvenated, and he gains power according to his stature and understanding. Those who come to such a site unprepared or unable to fully grasp its benefits seldom recognize the importance of the place.

Lore: Characters can gain the following pieces of information about an *athenaeum of Boccob* by making Knowledge (religion) or Knowledge (arcana) checks at the appropriate DCs, as given below.

DC 15: An *athenaeum of Boccob* is a holy site suffused with mystical energies and secret knowledge.

DC 20: Athenaeums of Boccob can be found anywhere that knowledge is collected and stored for long periods of time, but they are usually sites where powerful spells have been invoked.

DC 25: To gain the benefits of an *athenaeum of Boccob,* a character or group of characters must spend at least 8 hours reading or working to decipher the manuscripts, tablets, or other writings found therein.

Description: Books, scrolls, engravings, stone tablets, and other forms of writing fill an *athenaeum of Boccob.* Whatever else may be there, the focus of the holy site is the collection and preservation of knowledge. Spell inscriptions, lore of ancient kings, and descriptions of long-extinct creatures rest amid texts mundane, arcane, and divine in nature.

Creatures with the ability to cast spells or use spell-like abilities feel the crackle of energy around them upon entering an *athenaeum of Boccob.* If they examine the writings in the library, they find topics of interest to them, even if they do not understand the languages of the manuscripts. Even those with no magical ability find the collection of lore awesome.

Prerequisite: An *athenaeum of Boccob* can confer its special ability only on a character who has an Intelligence or Wisdom score of 12 or higher and the ability to cast spells or use spell-like abilities.

Site Activation: To use the power contained within an *athenaeum of Boccob*, a qualified character must spend at least 8 hours delving into the texts inside it. No mortal could ever read all the texts found in such a place, even if he could understand all the languages in which the manuscripts are written, but he must try. Decipher Script and spells such as *comprehend languages* must be used if the character possesses them, but "best efforts" by characters without these abilities also count toward the requirement.

After trying to read the texts for the required amount of time, the character must rest or sleep enough to prepare his mind for spellcasting the next day. Once he has done so, the *athenaeum of Boccob* imbues him with knowledge and abilities commensurate with his spellcasting prowess.

Recharge: Up to six characters can use the *athenaeum of Boccob* in a given week. After the last one has gained the benefits, the location must recharge for a full week before it can confer benefits again.

Special Ability (Ex): A character who has completed the required reading and resting periods gains the Sudden Empower and Sudden Maximize metamagic feats, even if he does not meet the prerequisites. These feats are usable once per day, and he can use each a total of seven times.

Special: If the character has a spell-like ability that could benefit from the Empower Spell-Like Ability feat (*MM* 304), he can choose that feat instead of the Sudden Empower feat for the benefit.

Duration: Once the character has used either feat seven times, that portion of the benefit is discharged. The benefit

Illus. by H. Lyon

An athaneum holds more knowledge than a mortal can comprehend in a lifetime

has no other duration limits—the recipient can hold onto his remaining uses of these feats for years if he so chooses. He cannot gain the benefits of an *athenaeum of Boccob* again, however, until he has discharged all available uses of both feats.

Aura: Strong (no school).

Ability Value: 2,000 gp.

Adaptation: Any deity who is a patron of spellcasters and interested in the accumulation of knowledge could be associated with one of these sites.

COLD FORGE OF MORADIN

A *cold forge of Moradin* is a holy site touched by the dwarf deity of smithcrafting. Worshipers of the Soul Forger claim that Moradin visits every forge in the world, and when he finds one that has been abandoned and desecrated by the enemies of the dwarves, he touches it with his own hammer and imbues it with his power. He then sends dreams and visions of it to his true followers, hoping to awaken the spirit of vengeance and justice in their hearts.

When recovered by good characters or non-evil dwarves, these smithies imbue their rescuers' weapons with new properties. According to legend, when Moradin awakens many cold forges in close proximity, characters who visit several of them can gain additional benefits.

Lore: Characters can gain the following pieces of information about a *cold forge of Moradin* by making Knowledge (religion) or Knowledge (history) checks at the appropriate DCs, as given below.

DC 15: A *cold forge of Moradin* is a holy site imbued with secrets of blacksmithing known only to the dwarf god.

DC 20: Cold forges of Moradin can be found only in areas that were once occupied by dwarves but are now abandoned.

DC 25: To gain the benefits of a *cold forge of Moradin,* a character or group of characters must clear the immediate area of enemies and hold the site against the foes of the dwarves for a short period of time.

Description: The dark, underground hall surrounding a *cold forge of Moradin* is often filled with dust, smashed stones, and broken weaponry. Somewhere amid the rubbish lies an old anvil, possibly covered with the shattered bits of armor and weapons of its last defenders. Near the anvil is a forge that seems ice cold at first but rekindles of its own volition and heats up over time.

Non-evil characters who discover such a site are overtaken by a sense of melancholy at first. This effect results from the leftover emotions of the long-dead dwarf smiths that have become ingrained in the rubble. But when the forge awakens and the walls begin to reflect the light and shadows from the fire, visitors find the room welcoming and somehow bolstering.

Prerequisite: A *cold forge of Moradin* confers its special ability only on the weapons of intelligent, non-evil creatures.

Site Activation: To awaken the forge, a character or group must defeat any evil creatures in the immediate vicinity (usually the room housing the forge and any neighboring rooms) and hold the area against other evil creatures for 24 hours. Any evil creatures that enter during this period must be slain or driven off; otherwise the defenders must start the

process again. During this period of occupation, the anvil must be set up again and the entire area must be cleared of debris.

Once the area is clean, a flame ignites within the forge and grows brighter and hotter every hour. The heat never becomes unbearable, but anyone standing in the room can feel its warmth and smell the odor of smelting ore.

As soon as the required occupation period is over, the anvil begins to glow with a golden light. Each of the characters who participated in cleansing the area can touch one weapon (or 50 pieces of ammunition) to the anvil. For 1 week thereafter, that weapon gains properties that enhance its abilities when wielded by the character who imbued it with power here.

Recharge: A *cold forge of Moradin* usually works only once, but if it is part of a larger complex (perhaps an abandoned dwarf city overrun by humanoids and dragons), Moradin might choose to "touch" it multiple times, allowing its power to be used once a week. In such a case, characters wishing to reuse the *cold forge of Moradin* must have made progress toward reclaiming more of the complex each time they return, or it will not function.

Special Ability (Su): A weapon touched to the anvil by a qualified creature gains the ability to overcome damage reduction as if it were silvered and made of both adamantine and cold iron. It gains none of the other properties of those substances, however, so it doesn't automatically defeat hardness, isn't more costly to make magical, and doesn't have a –1 penalty on damage rolls.

Special: Sometimes Moradin touches several forges in close proximity to each other. If PCs reclaim more than one of these sites in a week's time, their weapons might gain additional properties, as given below. The benefits of each additional weapon property stack with those applied before.

- Bane (usually against dragons, goblinoids, or some other creature dwarves normally despise)
- Holy
- Axiomatic

Duration: A weapon retains all the special abilities gained from a *cold forge of Moradin* for 1 week after the last time it was touched to the anvil, or until it is no longer in the possession of a creature that helped cleanse the forge. Thus, if a character cleanses two *cold forges of Moradin*, gaining the special materials property and then the bane property, the weapon retains both those properties for 1 week after the weapon touched the second anvil. If the weapon is taken from a qualified character and recovered during the 1-week period, the lost properties return, but any lost duration is not recovered.

Aura: Moderate evocation and transmutation [good].

Ability Value: 1,500 gp (special materials property), 1,000 gp per additional property.

Adaptation: A *cold forge of Moradin* can be adapted as a site dedicated to any non-evil dwarf deity, or even to any deity patronizing smiths or weaponcrafters. It works best as a holy site for a racial deity, however, since such deities usually have natural enemies of other races.

COLISEUM OF KORD

Some of the older arenas in the world have played host to more conflict, contests of strength, and athletic events than any field of battle—and a few have stood for centuries or millennia. Many followers of Kord choose to participate in such games to test themselves against others. Scattered throughout the world are the arenas in which the greatest heroes of Kord have tested their mettle, often with the Brawler himself looking down from the heavens and blessing the contests and contestants. These sites, known as *coliseums of Kord*, have acquired some of the god's divine power.

Lore: Characters can gain the following pieces of information about a *coliseum of Kord* by making Knowledge (religion) checks at the appropriate DCs, as given below.

DC 10: Kord's followers often test themselves in contests of strength and athletics. The arenas where some of his legendary priests and heroes competed have become holy sites.

DC 15: A follower of Kord, or any other mighty athlete, can earn Kord's blessing by performing rites and participating in trials within these arenas.

DC 25: Kord smiles on those who would test themselves, but he demands constant and continued effort. Each additional use of a *coliseum of Kord* by the same individual has tougher requirements, and the benefits fade more swiftly.

Description: Each *coliseum of Kord* looks different, in keeping with its location, culture, and history. However, each is an arena or amphitheater of some sort, typically with a holy symbol of Kord displayed prominently within.

Prerequisite: Any character who is willing and able to undergo the necessary trials can gain the benefits of a *coliseum of Kord*.

Location Activation: To gain the benefits of a *coliseum of Kord*, a character must first spend 1 full round uttering a prayer to Kord. He must then prove victorious in some sort of physical challenge against one or more opponents in the arena. This contest might be an actual combat, a race, a sporting event of some sort, or some other physical trial. The precise details are up to the DM, but some examples are given below. No spells or magic items of any kind are permitted in this contest—it is a trial of physical prowess only. A *coliseum of Kord* can boost the abilities of only one individual at a time, even if more than one contestant participates on each side.

Obstacle Course: The character must race one or more rivals through a course peppered with walls, pits, rope bridges, and the like. While overcoming most of these obstacles requires sheer physical prowess, some require creative thinking as well. For instance, the last 10 to 15 feet of a climbing wall might lack handholds of any sort. Though it appears impassible, a strong and quick competitor might be able to climb the back of his rival and thus gain sufficient height to jump the rest of the way.

Scavenger Hunt: In this contest, viable only in the largest of coliseums, the arena is set up as a maze, a series of scaffolds, or even a wilderness area such as a jungle. Hidden throughout the area are a number of prizes that the contestants must recover, as well as various hurdles—including traps, hostile combatants, and minor monsters—that they must overcome. Some scavenger hunts require a contestant to recover every object, while others require only finding a certain number

before the allotted time runs out.

Test of Endurance: The character engages in a race or a series of exercises against a particularly potent rival. Once the contest begins, the contestants cannot stop for any reason—not for rest, or even for food, drink, or healing. They must continue until one or the other drops from exhaustion or thirst. The one left standing is the victor.

Recharge: A *coliseum of Kord* can confer its benefits on only one character per week. Furthermore, any given individual can have only one benefit from it at any given time.

Special Ability (Ex): A *coliseum of Kord* grants a character who passes the test an inherent bonus of +2 to Strength, Dexterity, or Constitution. He can choose the ability, as long as it is one that the contest tested in some way.

Duration: Kord demands that his champions test themselves regularly. The first time a character gains the benefit from a *coliseum of Kord*, it lasts for a year. The second time, it lasts for 6 months. The benefit lasts for 3 months the third time, 1 month the fourth time, and 1 week each time thereafter.

Aura: Strong transmutation.

Ability Value: 18,334 gp.

Illus. by H. Lyon

While many of Tiamat's frozen calderas are little more than caves, some truly live up to their name as palaces of burning ice

PALACE OF BURNING ICE

With the possible exception of Obad-Hai, no deity combines so many disparate elements as Tiamat, the five-headed Queen of Dragons. From the frozen northern reaches to the hearts of raging infernos, her influence is felt everywhere that chromatic dragons thrive—and some variety thrives everywhere.

But nowhere is the dragon deity's influence more overt than in her holy sites. The Draconic name of these places translates roughly as "Palaces of Burning Ice," but human sages refer to them as *frozen calderas of the Dragon Queen*. The name is certainly appropriate, because whatever other features might differ, these sites appear in only one sort of location—the caldera of a volcano in a frozen mountain range.

Lore: Characters can gain the following information about *frozen calderas of the Dragon Queen* by making Knowledge (arcana) or Knowledge (religion) checks at the appropriate DCs, as given below.

DC 15 (arcana or religion): Frozen calderas of the Dragon Queen, or Palaces of Burning Ice, as they are sometimes called, are draconic temples to Tiamat. Though they differ greatly in appearance, they are all found in volcanic craters in frozen environments.

DC 20 (religion): Dragon religion is very different from that of humanoids. Chromatic dragons do not travel to these areas just to pray or observe religious festivals. They enter a *frozen caldera of the Dragon Queen* only when they need Tiamat's aid on a particular endeavor and are prepared to sacrifice great riches to obtain it.

DC 25 (arcana): While the powers that can be obtained through the proper rituals are significant, considerable wealth and magic must be sacrificed to obtain the most potent.

Keyed Locations

1. Level One Entrance Cavern
2–6. The Five Dragon Lairs
7. Level Two Entrance Cavern
8. Abishai Roosts
9–10. Secret Vault
11–13. Abishai Lairs
14. Empty Cave with Pit
15–16. Frostborn Kobold Warrens
17. Level Four Entrance Cavern
18. Hidden Alcoves
19. White Wyrmling Nests
20–21. Lair of the White Wyrm
22–23. The White Wyrm's Larder
24. The White Wyrm's Vault
25. Icy Cell
26–27. Den of the Ice Manticores (Half-Dragons)
28. Empty Cave with Shaft
29. Level Five Entrance Cavern
30. Empty Cavern

Palace of Burning Ice
One square = 20 feet
Level One
Up to surface/
Down to Level Two
Level Two
Down to Level Four
Up to Level One/
Down to Level Four
Level Three
Down to Level Five
Level Four
Up to Level Two/
Down to Level Five
Level Five
Up to
Level Four
Up to
Level Three
Up to
secret entrance
on surface
N
W
E
S

31. Bone-filled Cavern
32–33. Den of the Fire Nagas (Half-Dragons)
34. The Queen's Hoard (Temple)
35. Red Wyrmling Nests
36. Hidden Hoard
37. Secret Exit
38–39. Holy Shrine
40–47. Fireborn Kobold Warrens
48–49. Lair of the Red Wyrm
50. The Red Wyrm's Larder
51. Secret Shaft
52. Level Three Entrance Cavern
53. Cloisters of the Dragon Priests
54–55. High Priest's Lair
56. High Priest's Vault

Description: Other than the type of location, the only commonality between different *frozen calderas of the Dragon Queen* is the inner sanctum, which is sometimes known as the Queen's Hoard. This enormous chamber is dominated by a carving of the five-headed Dragon Queen that occupies the entire the back wall, glaring down at all who enter. On the floor below the engraving is a pit that leads down into the fires and lava beneath the earth. Sacrifices of wealth must be dropped into the hole and allowed to melt away. Though the walls are often covered in a thin layer of ice, a haze of heat radiates from the pit.

Prerequisite: Only a non-good creature of character level 7th or higher can access the power of a *frozen caldera of the Dragon Queen*. Claiming the more advanced powers of such a place also requires a sacrifice of treasure.

Location Activation: To gain the benefit of the most basic power of a *frozen caldera of the Dragon Queen*, a character must offer a prayer to Tiamat and touch each of the five carved heads of her image in a ritual that takes 5 minutes to perform. To gain the benefit of the greater powers, the character must sacrifice treasure in the pit beneath the engraving after performing this rite.

Recharge: Once a *frozen caldera of the Dragon Queen* has bestowed one or more powers on a given individual, it cannot do so again for five years. Even if a character accesses only the basic power, this limit applies to any use of the site. Thus, anyone who wishes to gain multiple powers must claim them all at once. When a *frozen caldera of the Dragon Queen* has granted powers to five different individuals, it goes dormant for 5 months.

Special Ability: A *frozen caldera of the Dragon Queen* can grant up to three abilities to any single character. The most basic requires only the ritual; the other two require payments of treasure. The costs for dragons and dragonblooded creatures and for other creatures are given on the table below.

Ability Conferred	Cost for Dragons and Dragonblooded Creatures	Cost for All Others
Energy resistance	—	—
Breath weapon	12,000 gp	13,200 gp
Draconic form	50,000 gp	55,000 gp

Energy Resistance (Su): The petitioner must choose acid, cold, electricity, or fire. He gains resistance 5 to the selected energy type.

Breath Weapon (Su): The petitioner chooses one of the breath weapons listed below. Each is usable once per day and deals 6d8 points of damage. A successful Reflex save (DC 10 + character's HD + character's Con modifier) halves the damage. This ability is gained in addition to any breath weapon or similar ability that the creature might already have.

60-ft. line of acid
30-ft. cone of corrosive (acid) gas
30-ft. cone of cold
60-ft. line of electricity
30-ft. cone of fire

Draconic Form (Sp): Once per day for 10 rounds, the petitioner can transform into a mature adult dragon of one of the five standard chromatic kinds. He does not gain the spellcasting ability of that form and has his normal Hit Dice for the purpose of effects that affect only beings with a particular number of Hit Dice, but he takes on all the dragon's other traits. While in *draconic form*, the petitioner loses all his own extraordinary, spell-like, supernatural, and spellcasting abilities.

If the petitioner is a dragon, it instead gains the powers of a dragon one age category higher than its own for up to 10 rounds per day.

Duration: Each of these abilities lasts for one year.

Aura: Strong abjuration and evocation.

Ability Value: 10,000 gp (2,000 gp per affected creature).

SEPULCHER OF WEE JAS

Despite the false assumptions often made by commoners and adventurers alike, the majority of necromancers do not go on to become liches or other undead. Most simply die, finally and irrevocably, like everyone else. The faithful of Wee Jas sometimes gather in a spot where one of their greatest lies entombed to venerate the deceased as a true master of both magic and death. If their faith is strong enough, and the deceased necromancer's power was potent enough, the goddess might imbue the site with a fraction of her own power, which can be claimed by anyone willing—and able—to take it.

Lore: Characters can gain the following pieces of information about *sepulchers of Wee Jas* by making Knowledge (arcana) or Knowledge (religion) checks at the appropriate DCs, as given below. A character seeking to locate the gravesite of a particularly powerful and famous necromancer can sometimes do so with a Knowledge (arcana) or Knowledge (religion) check. The base DC is 25, but this DC can vary dramatically at the DM's discretion, based on how famous or how secretive the deceased was.

DC 20 (arcana or religion): Some of the tombs where the most powerful necromancers lie buried have become holy sites to the faithful of Wee Jas.

DC 22 (arcana): Although Wee Jas has both arcane and divine necromancers among her followers, the overwhelming majority of *sepulchers of Wee Jas* form at the graves of arcane necromancers.

DC 22 (religion): Determining whether a given site is a true *sepulcher of Wee Jas* or just the tomb of a necromancer with lingering enchantments can be extremely difficult. Wee Jas's faithful never alter the tomb when they begin worshiping at

it, so it holds no visual distinction. While spells such as *detect magic* might reveal the truth, sometimes the only way to be sure is to attempt to access the power of a *sepulcher of Wee Jas* at the site and see whether it works.

DC 28 (arcana or religion): Only those willing to taste death and those with a gift for necromantic magic can claim the power of a *sepulcher of Wee Jas*. Those who prove unworthy suffer for their hubris.

Description: Every *sepulcher of Wee Jas* is an ornate tomb or crypt. Most are constructed of marble or granite, but a few are simply dug into the earth or made of materials other than stone. These sites often boast detailed decorations and engravings, which might or might not include symbols of Wee Jas. The typical *sepulcher of Wee Jas* is merely one tomb in the middle of a great cemetery, but a few stand alone on private lands. The air within the sepulcher is cold and dry, and sounds often fail to echo, as though the dimensions of the crypt were larger than they appear.

Prerequisite: Only a spellcaster who has Spell Focus (necromancy), and at least 5 ranks in both Knowledge (arcana) and Knowledge (religion) can gain the powers of a *sepulcher of Wee Jas*. An actual worshiper of Wee Jas has an easier time qualifying (see below), but allegiance to the Ruby Sorceress is not a prerequisite.

Location Activation: The ritual required to access the power of a *sepulcher of Wee Jas* is particularly hideous because the petitioner must sample death. He must enclose herself in a coffin within the sepulcher and lie within—awake but unmoving—for 24 hours. During this period, he takes 1d6 points of negative energy damage every 2 hours. Assuming the character survives, He must attempt a DC 30 Knowledge (arcana) or Knowledge (religion) check (his choice) when the required time has elapsed. A worshiper of Wee Jas gains a +5 circumstance bonus on this check. Success indicates that the petitioner has acquired sufficient insight into death to gain the site's granted power. A character who fails the check by 10 or more points, however, instantly contracts *mummy rot* (*DMG* 292), no saving throw allowed.

Recharge: A given *sepulcher of Wee Jas* can grant its benefits to a single character only once per month.

Special Ability (Su): Any time the recipient of the power granted by a *sepulcher of Wee Jas* kills a humanoid of his own size category or smaller with a necromantic spell, that creature instantly reanimates as a zombie under his control. This zombie does not count against the character's HD-based limit on the number of undead that can be controlled by spells such as *animate dead*, and commanding it is a free action. The zombie remains animate for a number of rounds equal to 1 + the level of the spell that slew it, then dies again.

In addition, the standard Will save for half damage no longer applies to any *inflict* spells that the recipient spontaneously casts (though it applies normally for prepared *inflict* spells). A spellcaster who lacks the ability to swap out prepared spells for *inflict* spells gains the power to do so as though he were an evil cleric of his divine caster level, but only once per day. The Will save applies normally in this case.

Duration: The abilities granted by a *sepulcher* of Wee Jas last for 1 month.

Aura: Strong necromancy.

Ability Value: 7,000 gp.

Adaptation: Although few deities other than Wee Jas are associated with both death and magic, any god of death or necromancy could create a similar holy site.

Only those willing to taste death can benefit from a sepulcher of Wee Jas

TEMPLE OF THE FIRST DAWN

In a distant land, atop a plateau so high that the air is thin and the wind blows cold, stands an enormous cathedral. Made by hands far older than human, its gold-hued mithral framework supports stained glass walls of unearthly beauty. The air inside is warm and comforting despite the chilling winds outside, and darkness and evil seem distant and unimportant within its walls.

This luminous structure is the *Temple of the First Dawn*, the holiest site of Pelor's faith. According to myth, this spot was where the rays of the sun first touched the earthen skin of the world, warming its surface and lighting the eternal night on the morning when creation began. The cathedral is aptly named, because this place is indeed the site of the very first dawn.

Lore: Characters can gain the following pieces of information about the *Temple of the First Dawn* by making Knowledge (religion) checks at the appropriate DCs, as given below.

DC 15: The *Temple of the First Dawn* was built on the site where, according to Pelorian myth, the rays of the sun first touched the earth when reality began. Even the greatest of Pelor's scholars don't know who built this cathedral.

Illus. by M. Coimbra

DC 20: The *Temple of the First Dawn* enhances light and healing magic and suppresses dweomers of darkness and death.

DC 25: Almost any non-evil creature is welcome to claim the benefits of the *Temple of the First Dawn*, but doing so requires a show of intense devotion to Pelor. Beings of evil cannot draw on the powers of this site.

Description: The *Temple of the First Dawn* appears to be made entirely of stained glass. Its multicolored panes form different images, icons, and patterns depending on the position of the viewer and the sun. The grandest pattern of all is an intricately formed holy symbol of Pelor on the roof, through which the sun shines down into the structure. The glass is held in place by a framework of golden mithral that has been magically enhanced to be as unbreakable as stone.

No shadows ever fall within the *Temple of the First Dawn*. A combination of magic and the angle of the glass keeps the light diffuse and constant from all angles, making it impossible for any object to cast a shadow within the structure. Even at night, the glass glows with a light of its own that, though dimmer than true sunlight, serves the same purpose.

All the light from all the windows focuses on a single point in the precise center of the cathedral. Here, on the ground, is a strange golden spot—uneven but roughly circular. The holy sun symbol of Pelor is faintly embossed into its center. This spot is the heart of the *Temple of the First Dawn*—supposedly the exact place where the first sunbeam touched earth.

Prerequisite: Only non-evil characters can benefit from the powers of the *Temple of the First Dawn*.

Location Activation: To take advantage of the minor ability granted by the site, a character need only cast the appropriate spell while within the cathedral's stained-glass walls (see below).

To access the major ability of the *Temple of the First Dawn*, a character must prove his capacity for self-sacrifice by spending several days in prayer and fasting within the structure. At least 8 hours of each day must be spent in prayer at the center of the cathedral, and the petitioner must refrain from food and drink long enough to take one-quarter of his full normal hit points in nonlethal damage. Only then can he draw upon the major power of the site.

Recharge: The *Temple of the First Dawn* needs no recharge time for its minor ability.

Once it has granted its major benefit three times, it cannot do so again for the length of a season (3 months).

Special Ability (Su): The *Temple of the First Dawn* has both a minor ability, which is constantly available, and a major ability, which requires the ritual described above.

Minor: Any spells that have the healing or light descriptor that are cast within the walls of the temple are automatically maximized or extended, as appropriate, as though affected by the Maximize Spell and Extend Spell feats, with no change in spell slot. If a spell that utilizes negative energy or has the darkness descriptor is cast within these walls, its duration and any variable effects it might have are halved.

Major: The major ability granted by the *Temple of the First Dawn* varies based on the abilities of the petitioner, as follows. A cleric or other character who has the ability to turn undead can expend a turn attempt to render all undead within 60 feet susceptible to critical hits for 6 rounds.

In addition, a character who already has the ability to spontaneously cast *cure* spells gains the ability to quicken a spell that has the light or healing descriptor as if using the Quicken Spell feat, but without the associated change in spell slot. This ability is usable once per day. Any spellcaster who lacks the ability to swap out prepared spells for *cure* spells gains the power to do so, but only once per day, and he cannot use the temple's quicken ability on them.

Duration: The major ability lasts for 1 month. The minor ability is effective only as long as the petitioner remains within the temple's walls.

Aura: Strong abjuration, conjuration, and evocation.

Ability Value: 9,250 gp.

ABOUT THE DESIGNERS

ED STARK has worked for Wizards of the Coast as a game designer and manager for licensed projects, including *Dragon*® and *Dungeon*® magazines and *Dungeons & Dragons*® *Online: Stormreach*. His previous design projects include *Complete Warrior, Fiendish Codex I: Hordes of the Abyss,* and *DD1: Barrow of the Forgotten King*.

CHRIS THOMASSON served as Editor-in-Chief of the Origins-award-winning *Dungeon* Magazine before joining Wizards of the Coast, Inc. as an RPG editor. His design credits include *Fiend Folio, Monster Manual III,* and *Dungeon Master's Guide II*.

ARI MARMELL has contributed to more than forty RPG and fiction products, including *Vampire: The Requiem,* multiple books in the Scarred Lands setting, *Egyptian Adventures: Hamunaptra, Dawnforge,* and the novel *Gehenna: The Final Night*. His recent work for Wizards of the Coast includes *Heroes of Horror, Tome of Magic, Complete Mage,* and *Faiths of Eberron*. Ari lives with his wife, two cats, and an entire pack of neuroses (EL 12).

RHIANNON LOUVE works as a freelance writer and editor for several companies. Thus far, her largest contribution has been to the Scarred Lands. Her 2002 publication, *Hornsaw: Forest of Blood*—also Scarred Lands—earned an ENnie nomination. *Complete Champion* is Rhiannon's first publication for Wizards of the Coast. She also writes fiction, participates in an all-girl D&D group, is pursuing a master's degree, and loves her dog and birds.

GARY ASTLEFORD is a freelance game designer and writer. When not writing or working, he participates in American Civil War reenactments. He lives in southern California with his wife Amy, their son Stephen, and their three cats.

Divine Power at Your Command

Mastery of divine power is no longer reserved for the cleric or paladin. With devotion and dedication, any hero can become a divine champion and a force to shake the heavens. Your strength comes from the universe itself, and you can use your divine gifts to create, heal, or destroy. Your choices shape the world.

This book gives players and Dungeon Masters an unprecedented resource for using divine power and religion in their game. In addition to new feats, spells, items, and prestige classes, the *Complete Champion*™ game supplement presents exciting adventure locations, affiliation mechanics for different deities and organizations, and a system for designing your own religions based on the cleric domain system. Alternative class features for every standard class and more reserve feats provide extended options for players interested in creating or advancing characters along the road to divine power.

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